



"Varmints"
1034-208
Final Board

Date 01/15/15

- ☒ Board Team Final
☒ Network Approval Board
☒ Record Board
☒ Animatic Scan Board
☒ Conformed Board 01/15/15
☐ Design Board
☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Elizabeth Ito

Storyboard by
Adam Muto & Kris Mukai

Animation Studio
SAEROM

FEB 04 2015

1034/208

1034/208

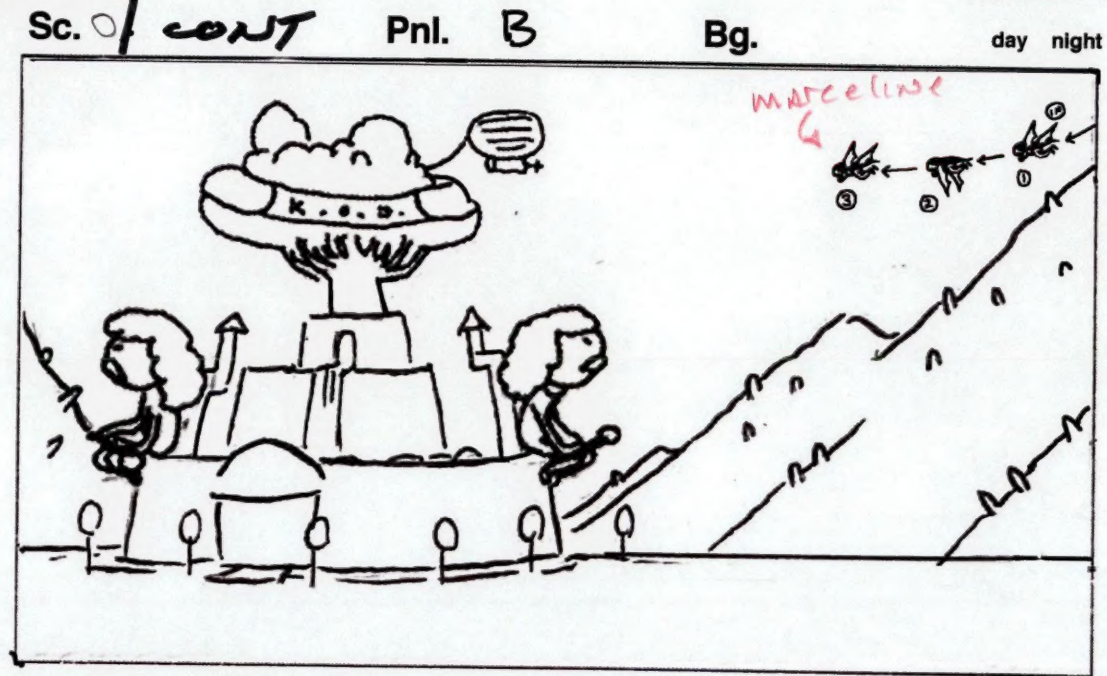
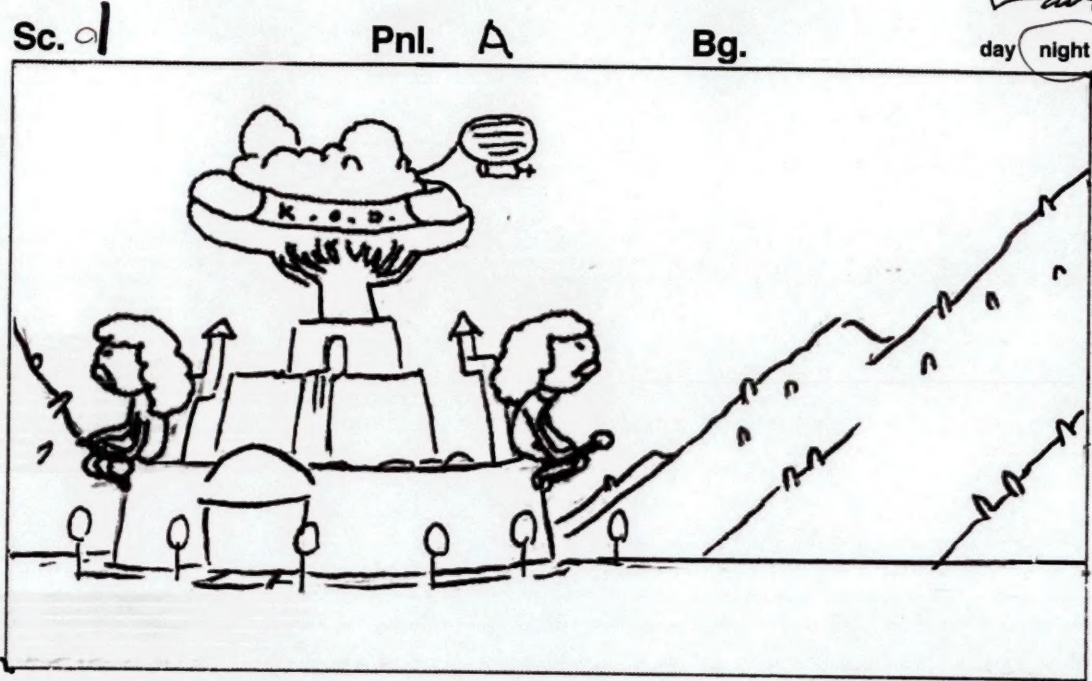
Start

ADVENTURE TIME



Page 01

HW
CW



Dialog:

SFX: * FLAPPING *

FEB 04 2015

Action:

- EST. CANDY KINGDOM, NIGHT
(KOO-MODIFIED C.K.)

- M. FLIES ON/S W/ BAT WINGS

Timing:

1034-208

EPISODE #

1034/208

Production:

1034, 208

HO
CUT

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ADVENTURE TIME



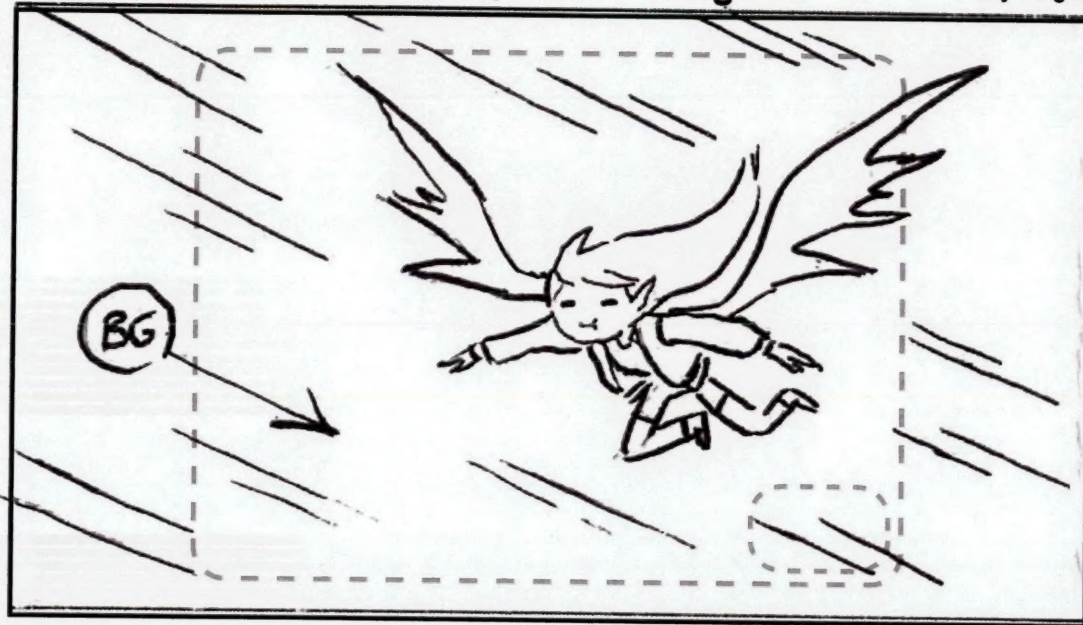
Page 02

Sc. 02

Pnl. A

Bg.

day night

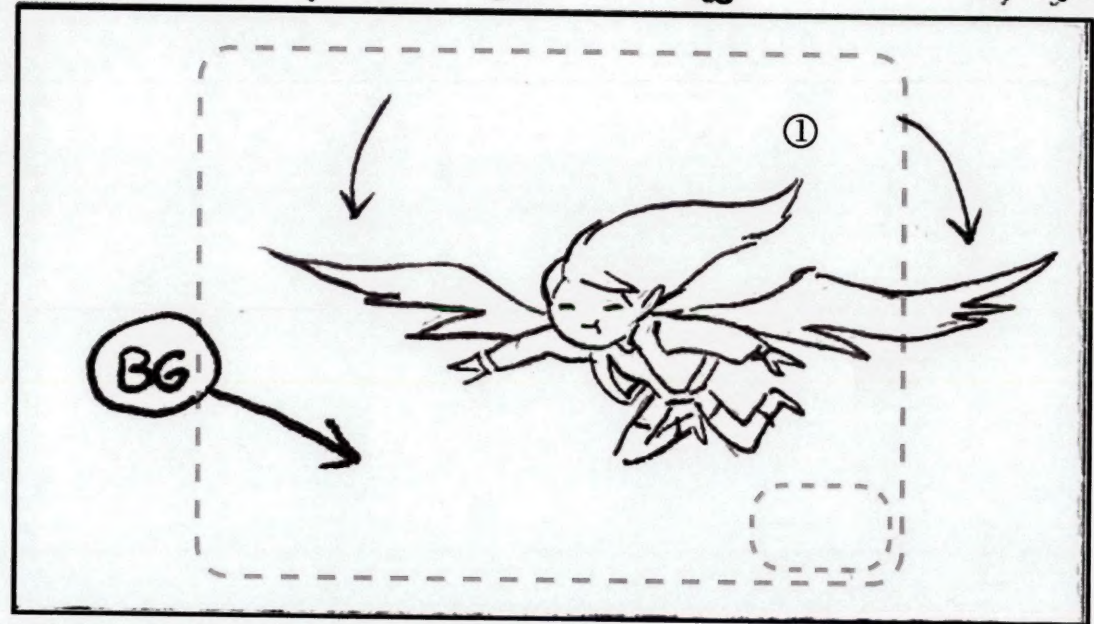


Sc. 02 CONT

Pnl. B

Bg.

day night



Dialog:

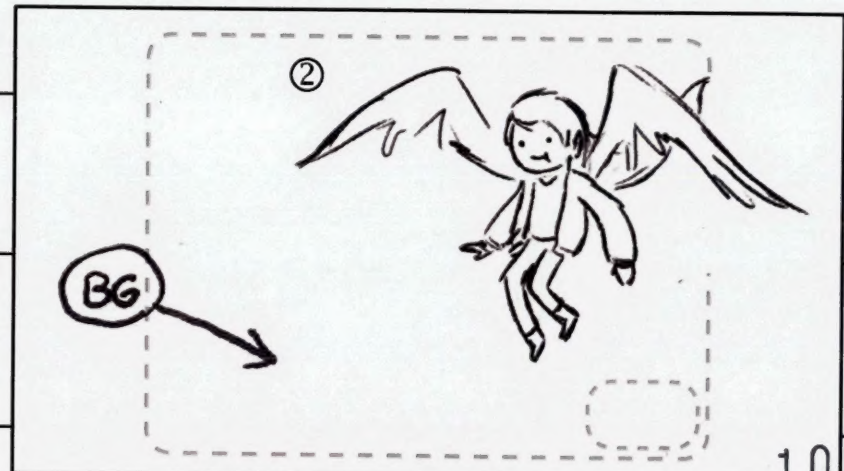
M : [HUMMING TO
HERSELF]

Action:

-M. FLAPPING WINGS

Timing:

FEB 04 2015



1034/208

EPISODE # 1034-208
1034/208

Production:

ADVENTURE TIME



Cut

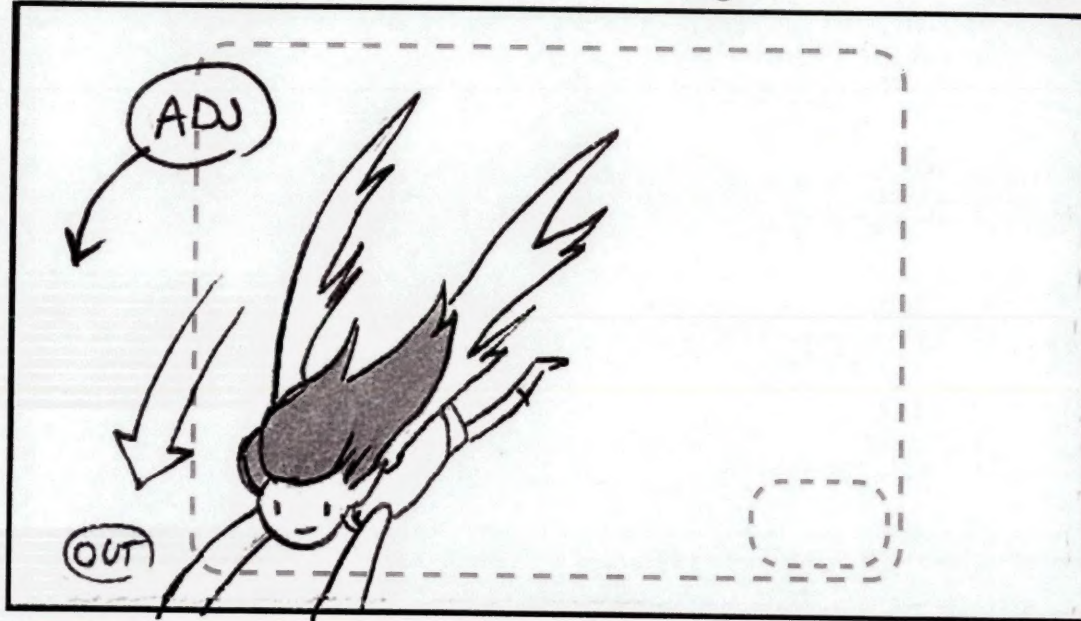
Page 03

Sc. 2 *CONT*

Pnl. C

Bg.

day night

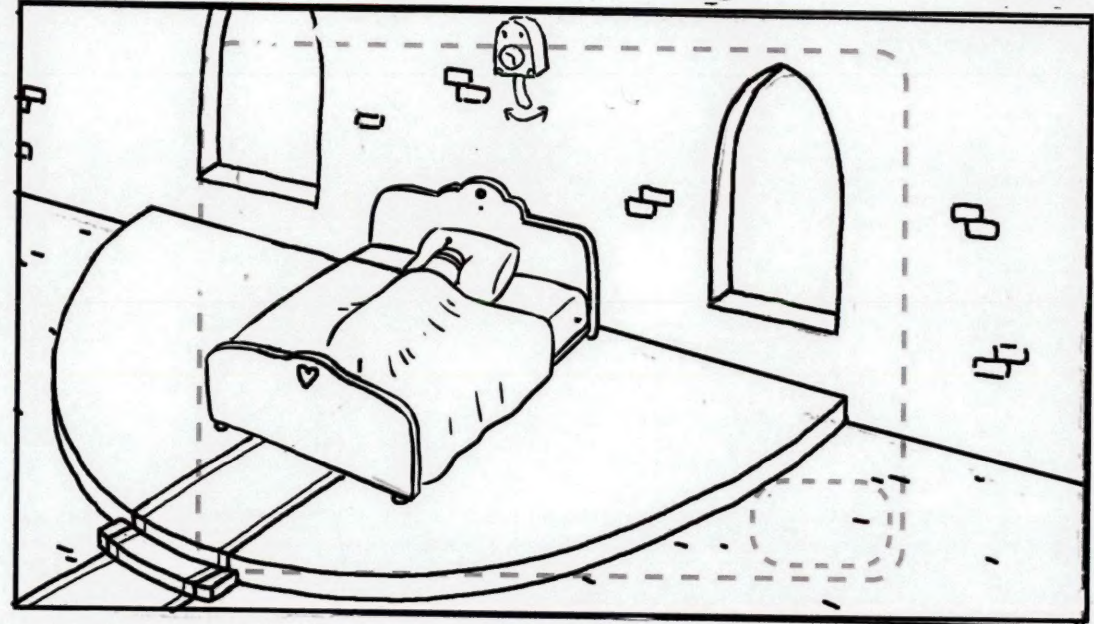


Sc. 3

Pnl. A

Bg.

day night



Dialog:

SFX: *WHOOSH*

FEB 04 2015

Action:

-M. DIVES OFF/S.

-INT. PRINCESS BUBBLEGUM'S BEDROOM

(REF. 'SKY WITCH')

-CAT CLOCK ON WALL TAIL SWINGS BACK & FORTH



Timing:

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Production:

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ADVENTURE TIME



Page 04

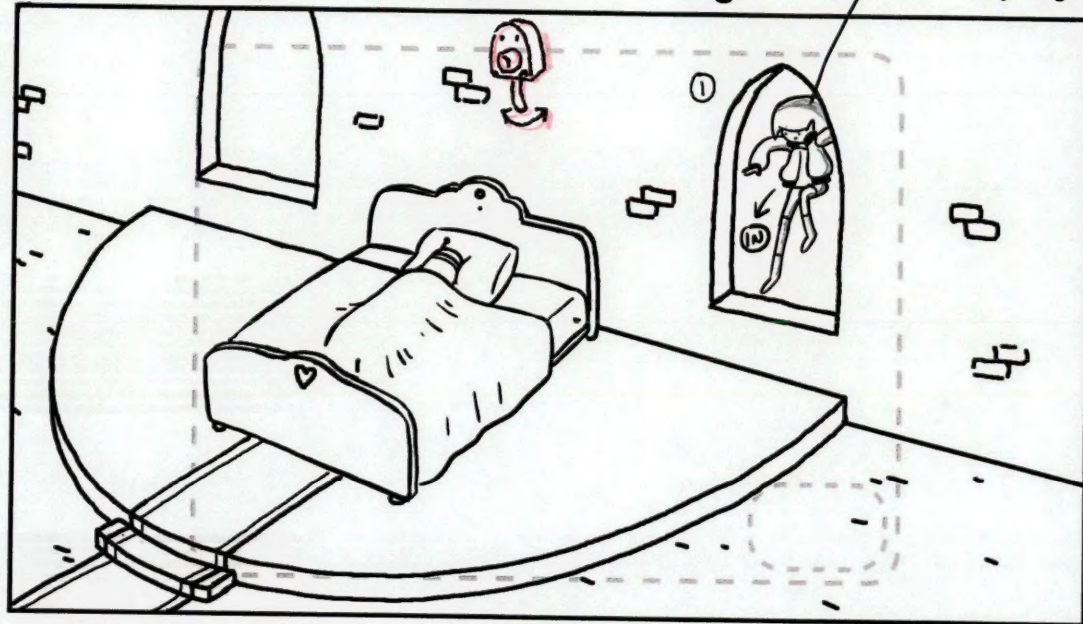
Sc. 03 CONT

Pnl. B

Bg.

Moon Light
2m

day night

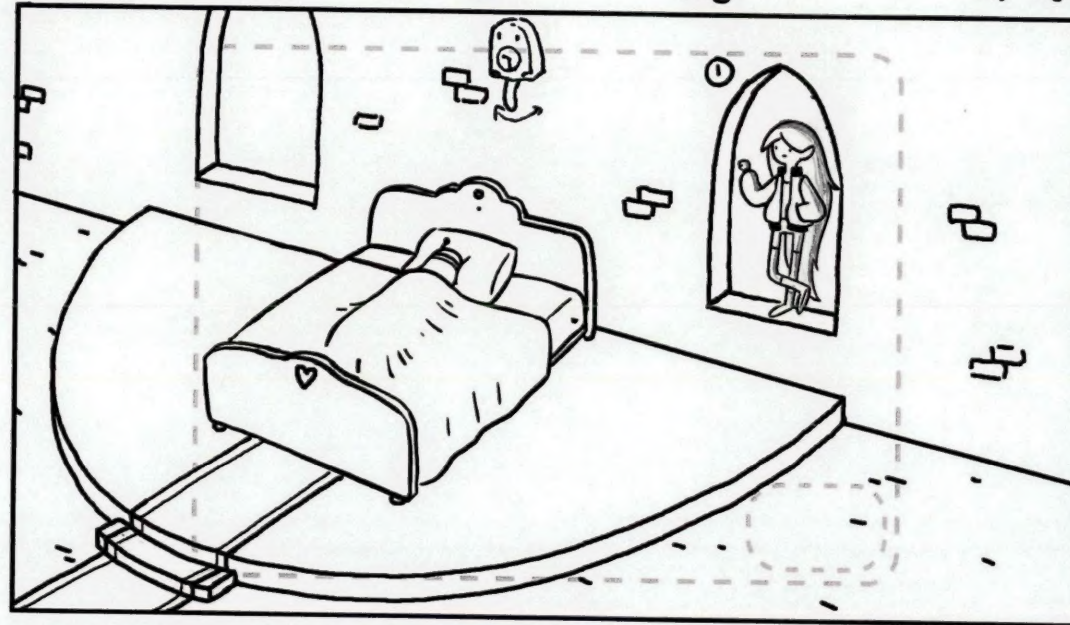


Sc. 03 CONT

Pnl. C

Bg.

day night



Dialog:

Action:

- M FLIES INTO WINDOW,
LANDS ON WINDOW SILL

Timing:



M: NAWK - NAWK

- M. KNOCKS
ON JAMB,

CYCLE:
①, ②, ①, ②, ①



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Production:

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HV
CUT

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1034/208

HA
CUT

ADVENTURE TIME

MOONLIGHT,
NOT SHAD.



Sc. 04

Pnl. A

Bg.

day night



Sc. 04 CONT

Pnl. B

Bg.

day night



HA
CUT

1034-208

EPISODE #

1034/208

Production:

Dialog:

M: YO PEEBS --

M: YOU WANT TO MAKE
A MIDNIGHT
SQUEEZ-E-MART RUN ?

Action:

(SP)



Timing:

FEB 04 2015

1034/208

HO
Cue

ADVENTURE TIME



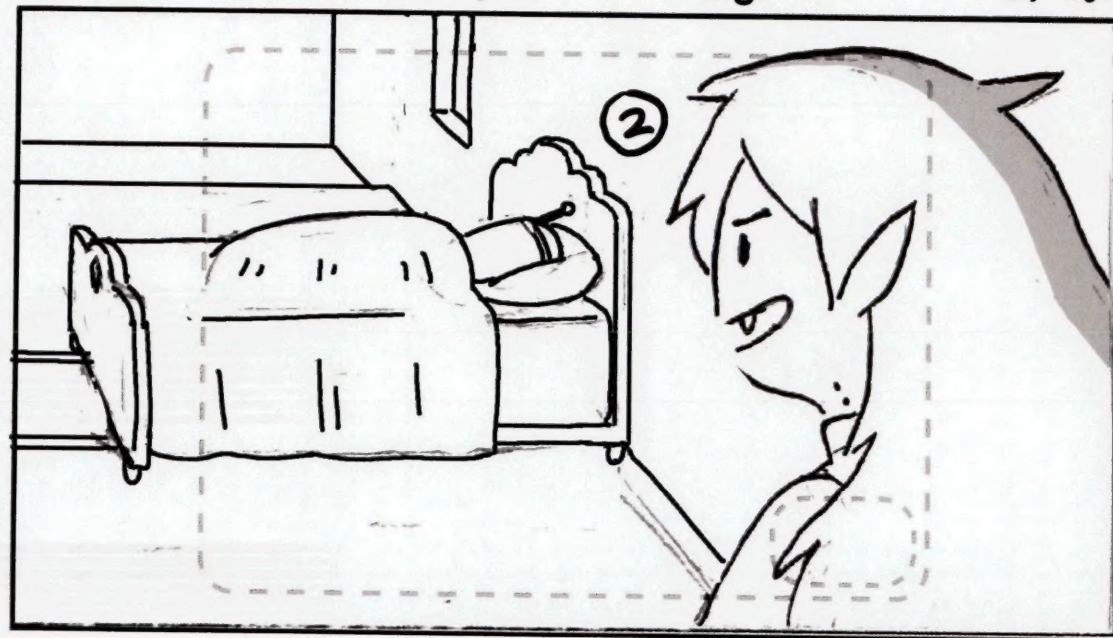
Page 06

Sc. 05

Pnl. A

Bg.

day night



Sc. 05 CONT

Pnl. B

Bg.

day night



Dialog:

M: ① I'M GONNA ② DRINK THE RED
FROM OUT THE CUSTOMERS'
BLOODSHOT EYES...

Action:

- "PB" IS TURNED
AWAY FROM MARCELINE.

Timing:



① M/ Haha sike, I'll probably
just get a slushie...

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Production:

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ADVENTURE TIME

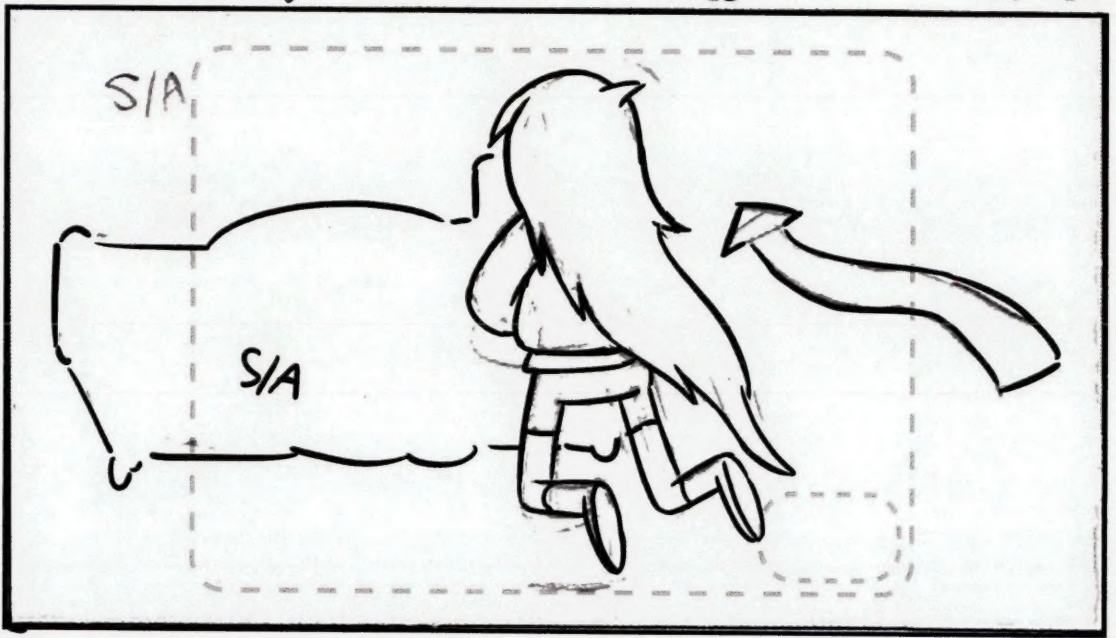


Handwritten initials 'Hu' and 'CW' in red.

Sc. 05 CONT Pnl. C Bg. day night



Sc. 05 CONT Pnl. D Bg. day night



Dialog:	<u>M</u> : (LOUD WHISPER) BUBBLEGUM.?	SFX: * WHOOSH *	FEB 04 2015
Action:	- M. LEANS FORWARD	- M. FLOATS FORWARD TOWARDS BED.	
Timing:		- RIM ANIMATES OFF	

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Production:

1034/208

ADVENTURE TIME



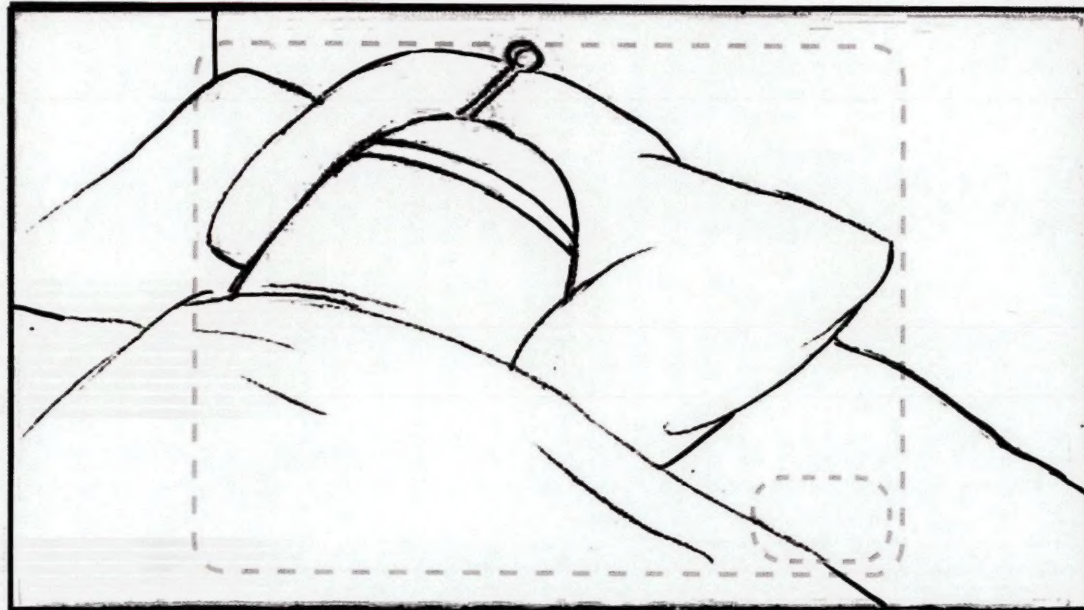
Page **08**

Sc. **6**

Pnl. **A**

Bg.

day night

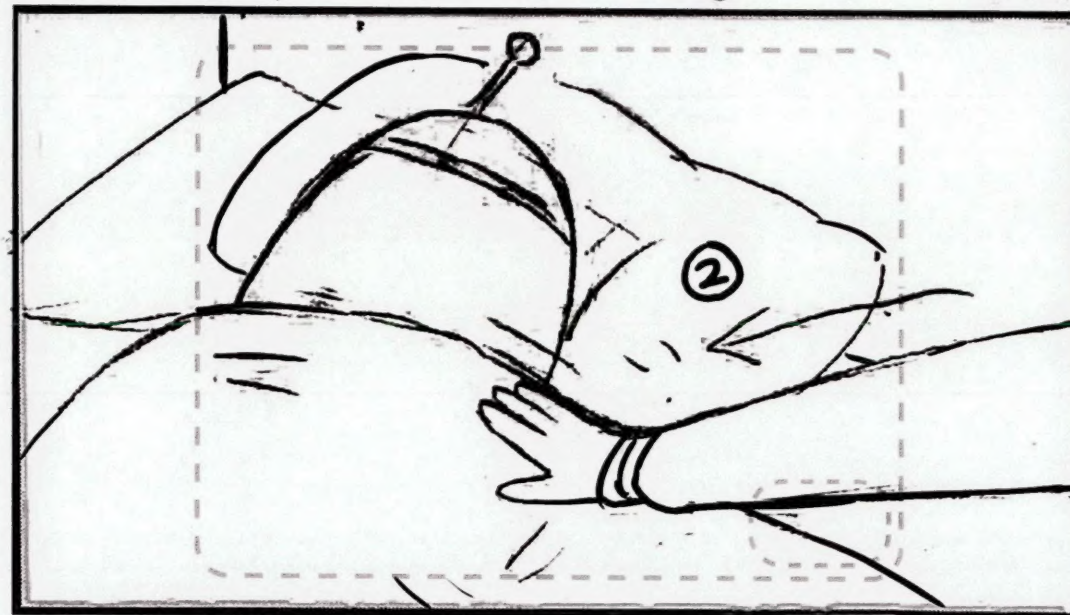


Sc. **6 CONT**

Pnl. **B**

Bg.

day night



Dialog:

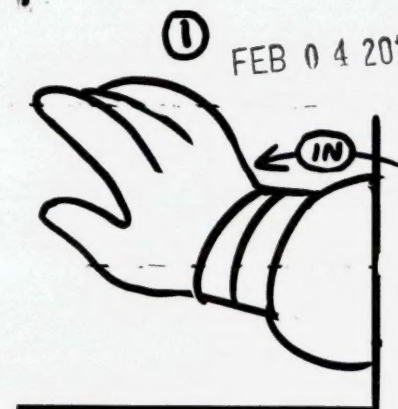
(WHISPER)

M: HEY, BONNIBEL.

Action:

- M. TOUCHES "PB"
ON THE SHOULDER.

Timing:



EPISODE #

1034-208

1034/208

Production:

1034/208

ADVENTURE TIME



*Ho
aw*

Page 09

Sc. 06 *CONT*

Pnl. *C*

Bg.

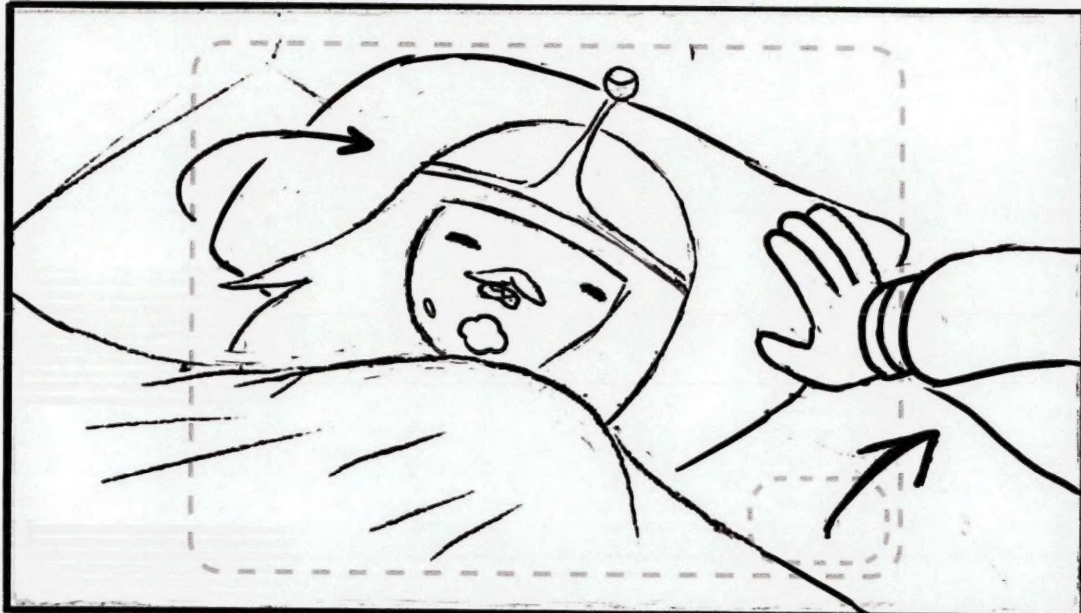
day night

Sc. 07

Pnl. *A*

Bg.

day night



Dialog:

KOO: WHU?

Action:

- KOO TURNS OVER, SQUINTING

FEB 04 2015

Timing:

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EPISODE #

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Production:

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ADVENTURE TIME



Cartoon

Sc. 07 CONT

Pnl. B

Bg.

day night

Sc. 08

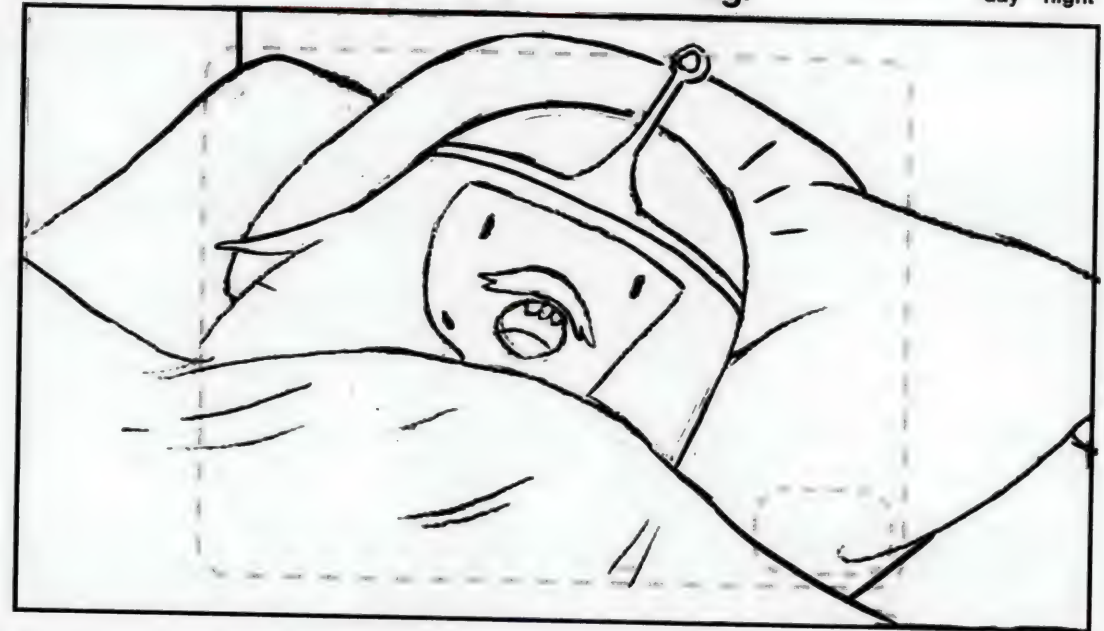
Pnl. A

Bg.

Page 10

day night

Cartoon



Dialog:

M: AAH!!

KOO: AAAH!!

Action:

-M. RECOILS IN SHOCK.
(REF. BG "ISLA DE SEÑORITA")

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Timing:

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ADVENTURE TIME



Cut

Page 11

1034/208

Sc. 09

Pnl. A

Bg.

day night

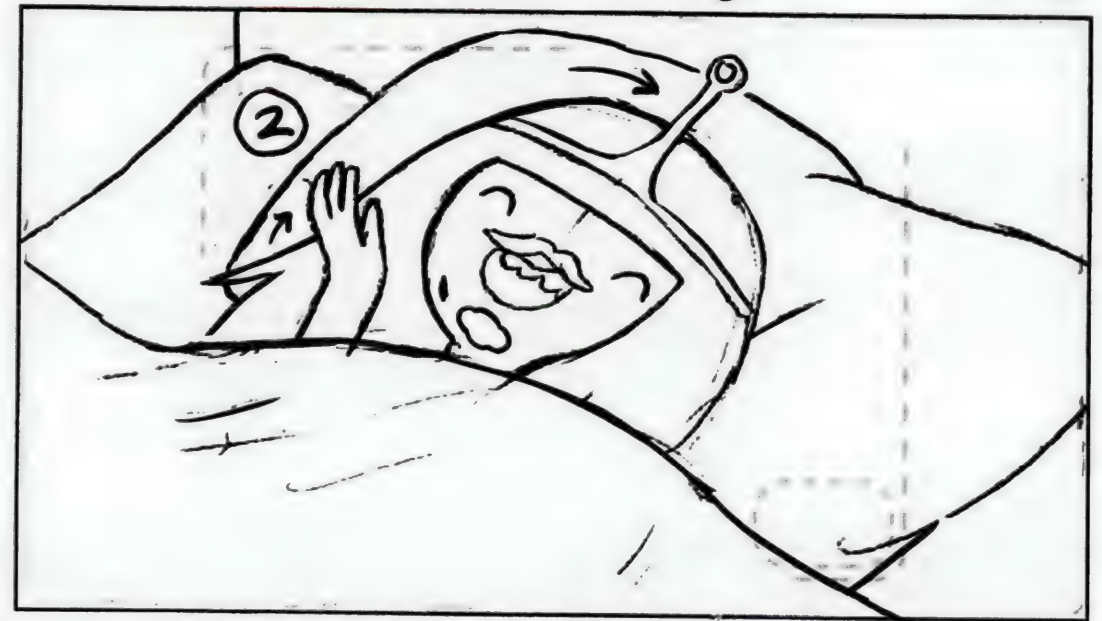


Sc. 10

Pnl. A

Bg.

day night



Dialog:

(CONFUSED)
M: AAAH!!

Action:

- M'S SCREAM BECOMES CONFUSED.

Timing:

KOO: AAA 'AAAAA!'

- KOO'S SCREAM TURNS TO A SONG NOTE.



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1034/208

Production:

1034/208

Ho
CW

ADVENTURE TIME



Page **12**

Sc. **11**

Pnl. **A**

Bg.

day night



Sc. **11 CONT**

Pnl. **B**

Bg.

day night



Dialog:

M: UGH! WHAT ARE
YOU DOING HERE!?

Action:

FEB 04 2015

Timing:

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Production:

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ADVENTURE TIME



Page **13**

Sc. 11 CONT Pnl. C

Bg.

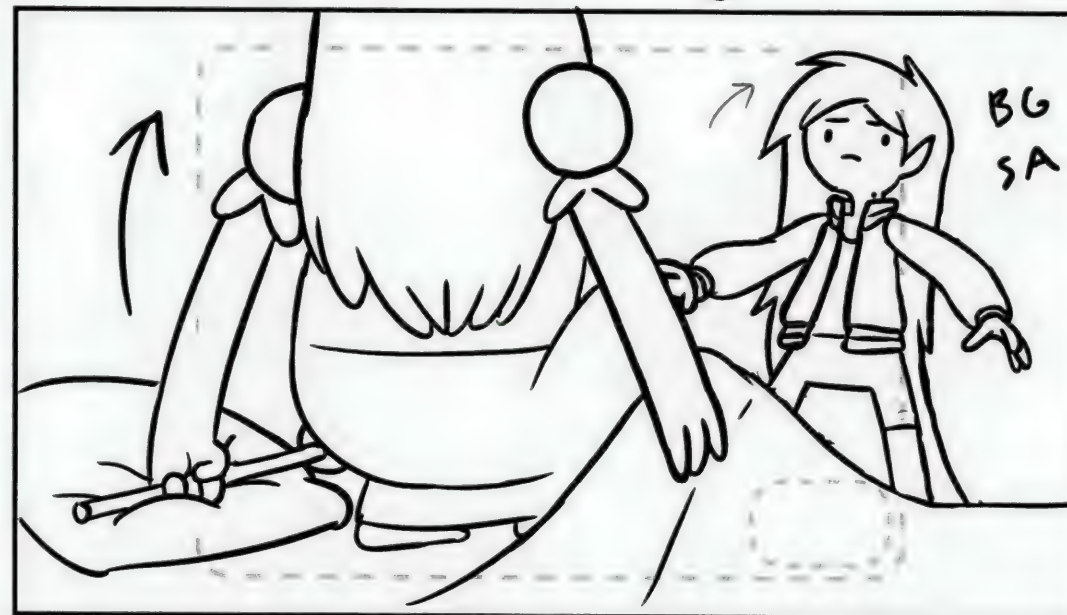
day night



Sc. 11 CONT Pnl. D

Bg.

day night



Dialog:

KOO: BE NOT
AFRAID CHILD -

Action:

- KOO CLIMBS OUT FROM UNDER COVERS

FEB 04 2015

Timing:

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Production:

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ADVENTURE TIME




Sc. 11 CONT Pnl. E Bg. day night



Sc. 12 Pnl. A Bg. day night



Dialog:	<u>KOO</u> : IT IS <u>I</u> ...	<u>KOO</u> : THE ONE TRUE PRINCESS of OOO!	
Action:	- KOO RISES QUICKLY.	- KOO RAISES ARMS GRANDLY. (WEARING PB'S NIGHT GOWN)	
Timing:			

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1034/208

Production:

ADVENTURE TIME



Handwritten red text: "Hv" and "Gw" with a red arrow pointing from "Hv" to "Gw".

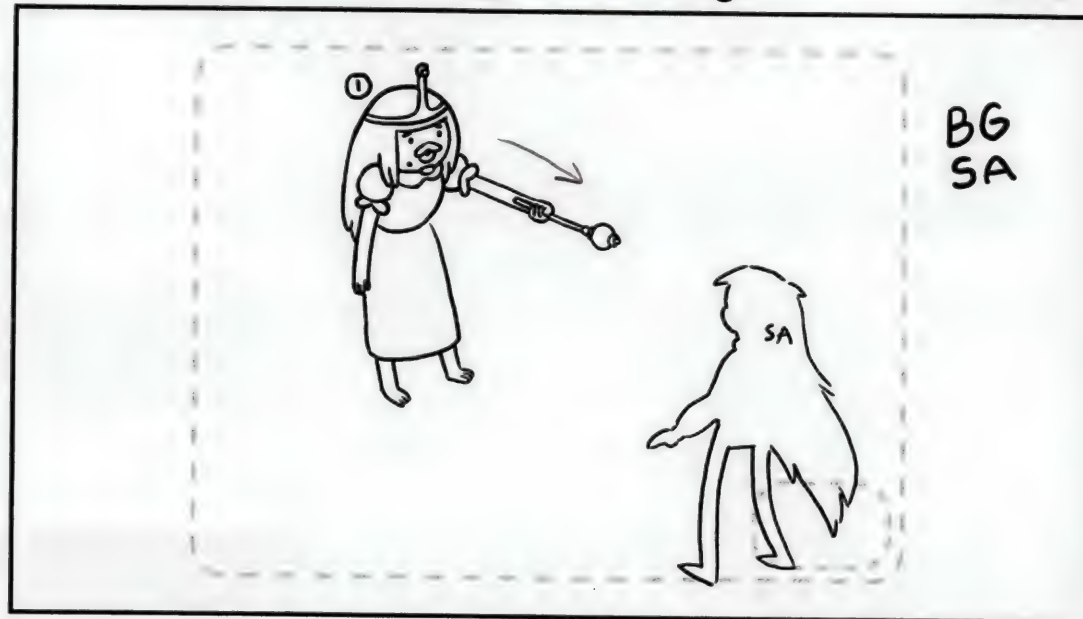
Page **15**

Sc. **12 CONT**

Pnl. **B**

Bg.

day night

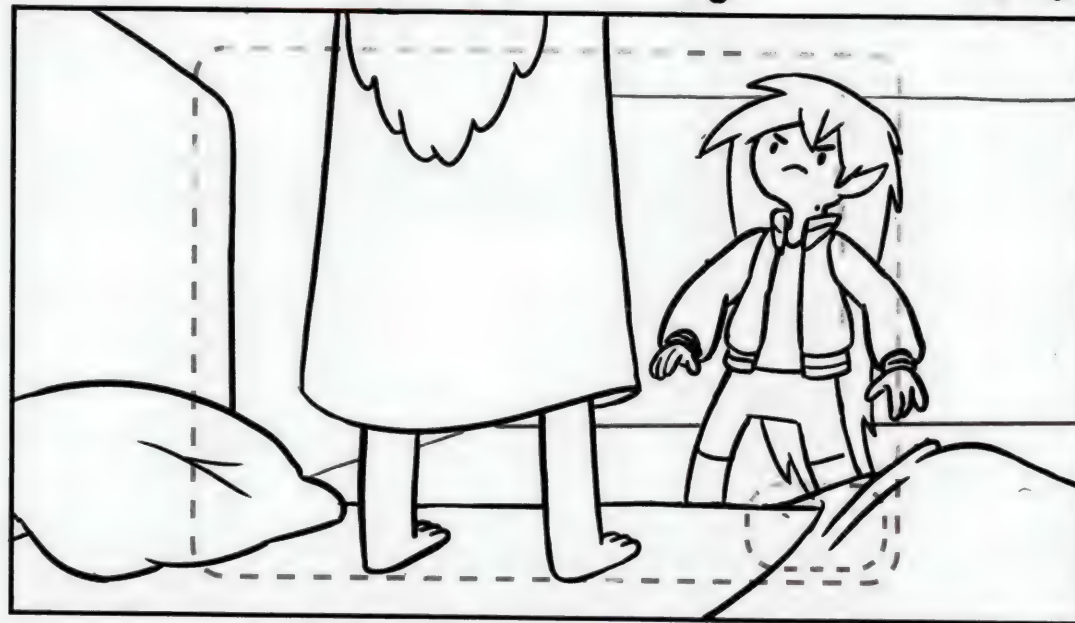


Sc. **13**

Pnl. **A**

Bg.

day night



Dialog:

KOO:

AND YEA, "THOU SHALT
HAVE NO OTHER PRINCESSES
BEFORE ME ...

Action:

Timing:



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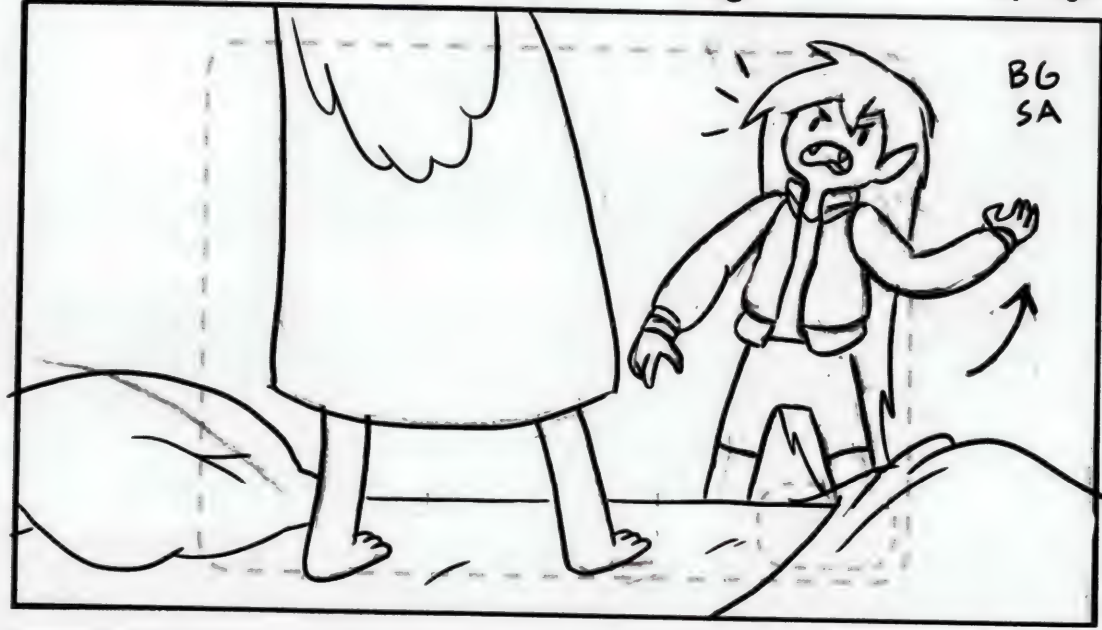
ADVENTURE TIME



Sc. 13 CONT Pnl. B

Bg.

day night



Sc. 13 CONT Pnl. C

Bg.

day night



Page 16

Handwritten initials 'HW' and 'aw' in red ink.

EPISODE # 1034-208

1034/208

Dialog:

M. WHU.-

M. (FAST), WHERE'S BUBBLEGUM!!

FFB 04 2015

Action:

-M. ANTICS, FORMS CLAW

-M. SLASHES AT KOO'S LEGS WITH CLAWED ARM AND HITS PILLOW.

Timing:



1034/208

ADVENTURE TIME



Page 17

Sc. 14

Pnl. A

night

Sc. 14

CONT Pnl. B

Bg.

day night



Dialog:

K: HA, HA WHOA!

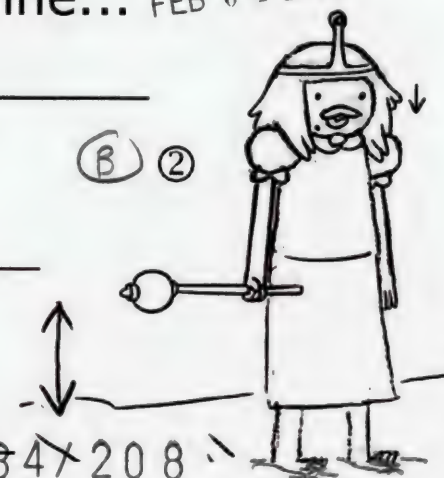
K/ Relax. Bubblegum is fine... FEB 04 2015

Action: - KOO LEAPS BACK
TO OTHER SIDE OF BED.

Timing:



- KOO BOUNCES UP
AND DOWN ON
THE BED.



Production:

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1034/208

ADVENTURE TIME

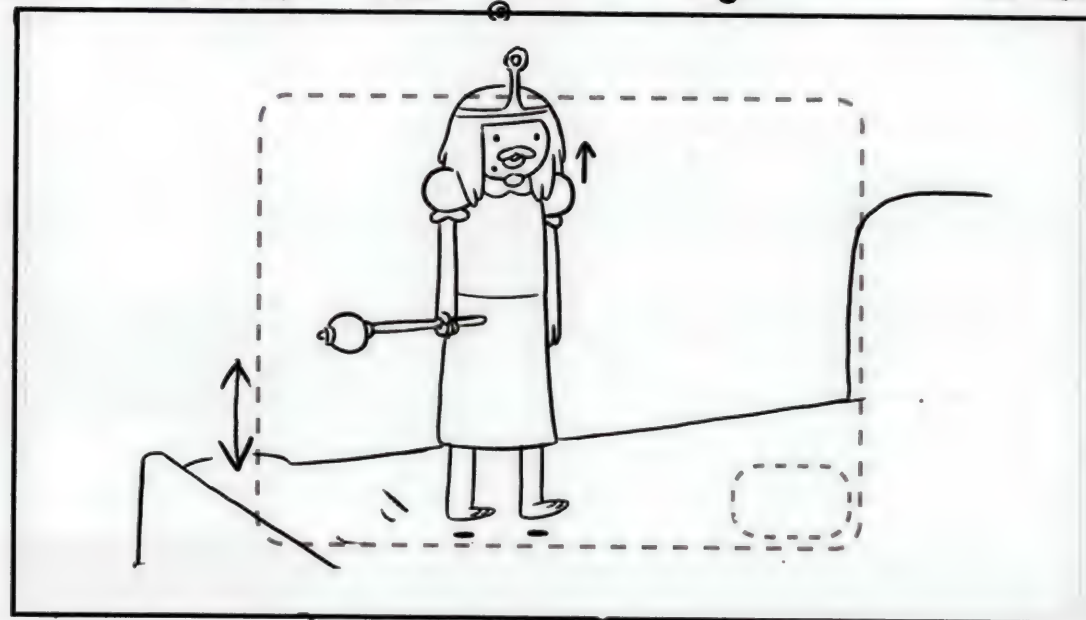


HN
CUT

Page 18

Sc. 14 CONT Pnl. C Bg.

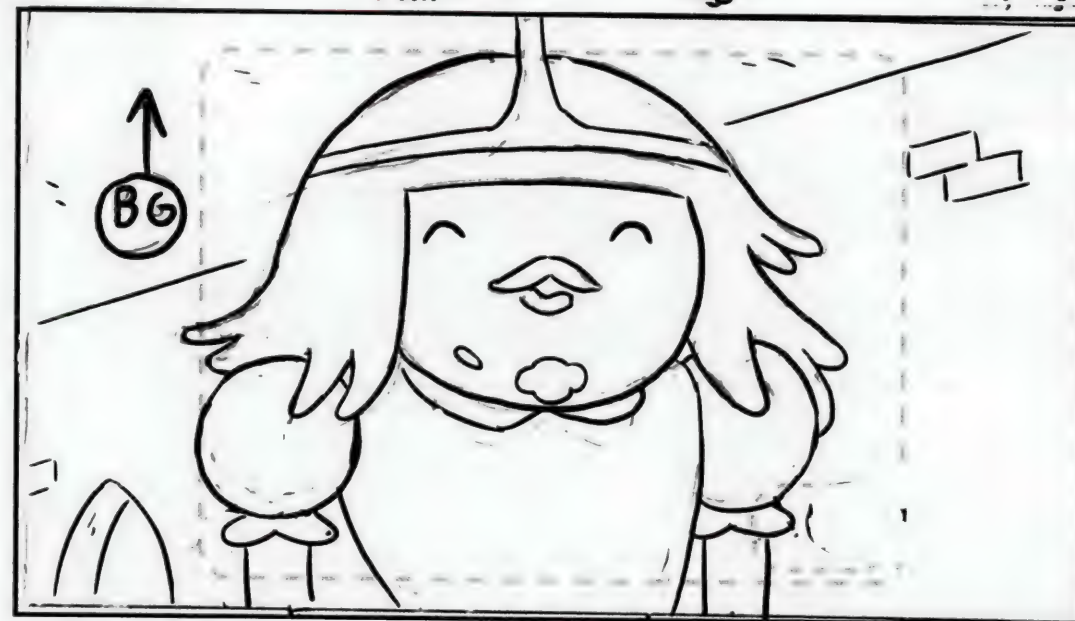
day night



Sc. 15

Pnl. A Bg.

day night



Dialog:

KOO: JUST FINE ...

DOWN

FEB 04 2015

Action:

CYCLE W/ PREV PNL.

Timing:

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Production:

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ADVENTURE TIME

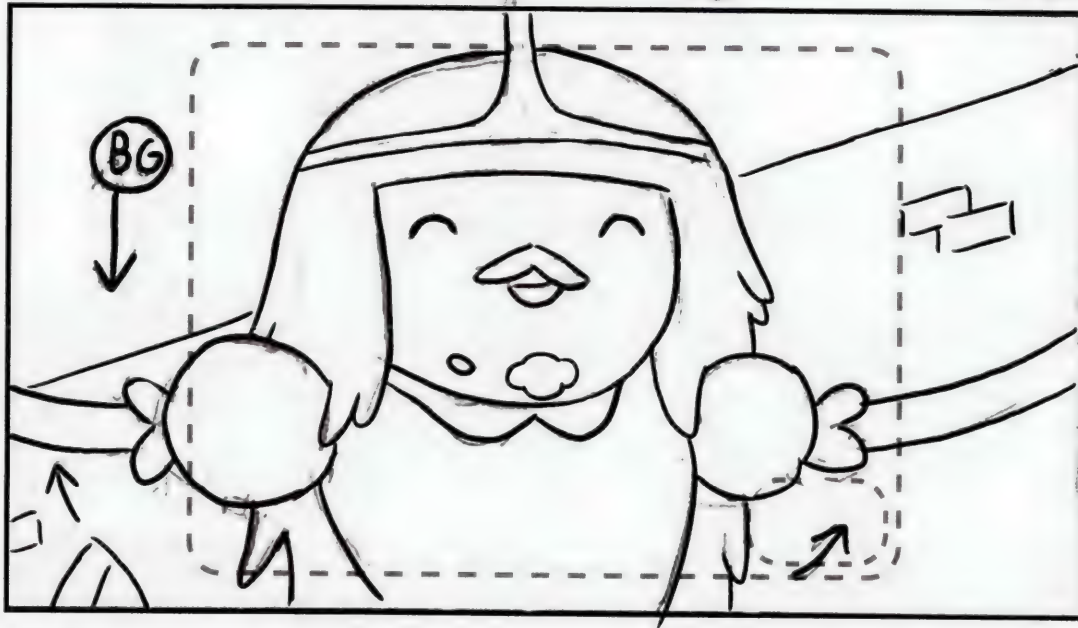


Page 19

Sc. 15 cont Pnl. B

Bg.

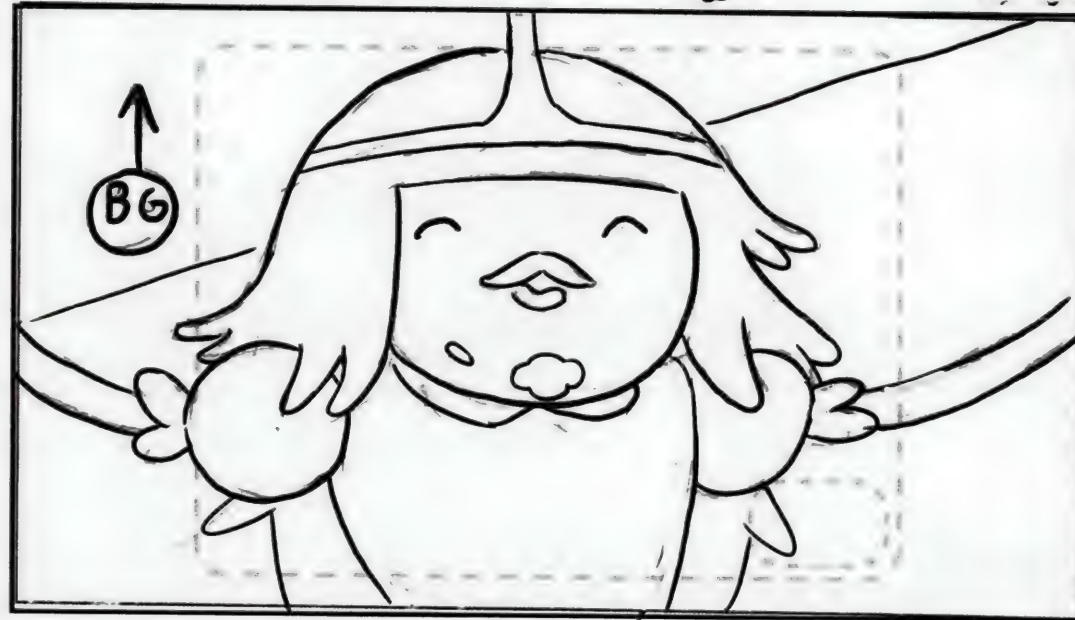
day night



Sc. 15 cont Pnl. C

Bg.

day night



Dialog:

(UP)

K: AND DEPOSED!
AND POWERLESS!

FEB 04 2015

Action:

- KOO CONTINUES
BOUNCING
THROUGH DIALOG

CYCLE

Timing:

1034-208

EPISODE #

1034/208

Production:

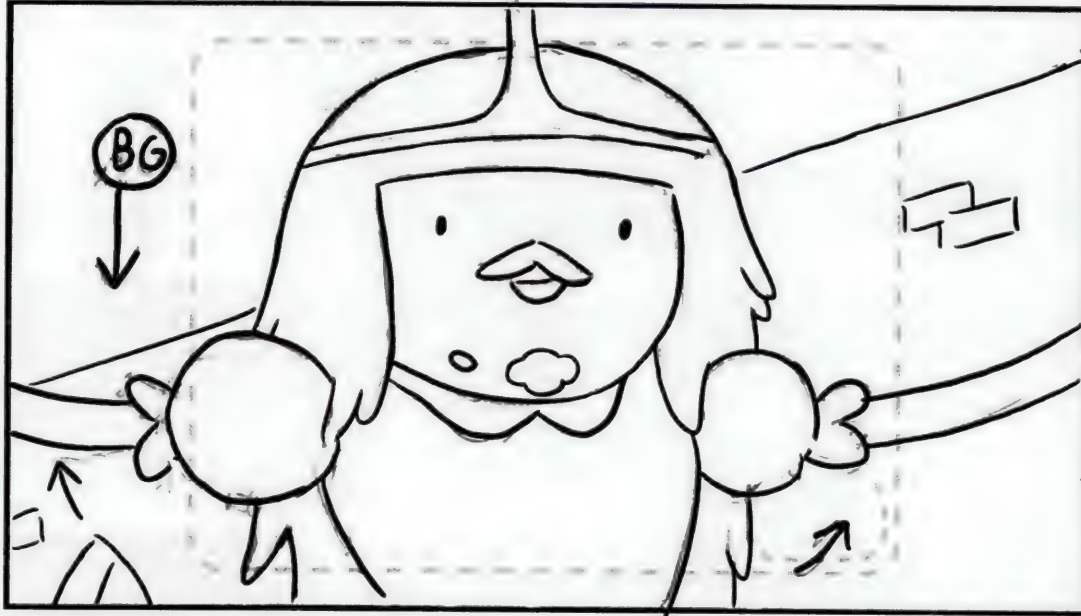
1034/208

ADVENTURE TIME

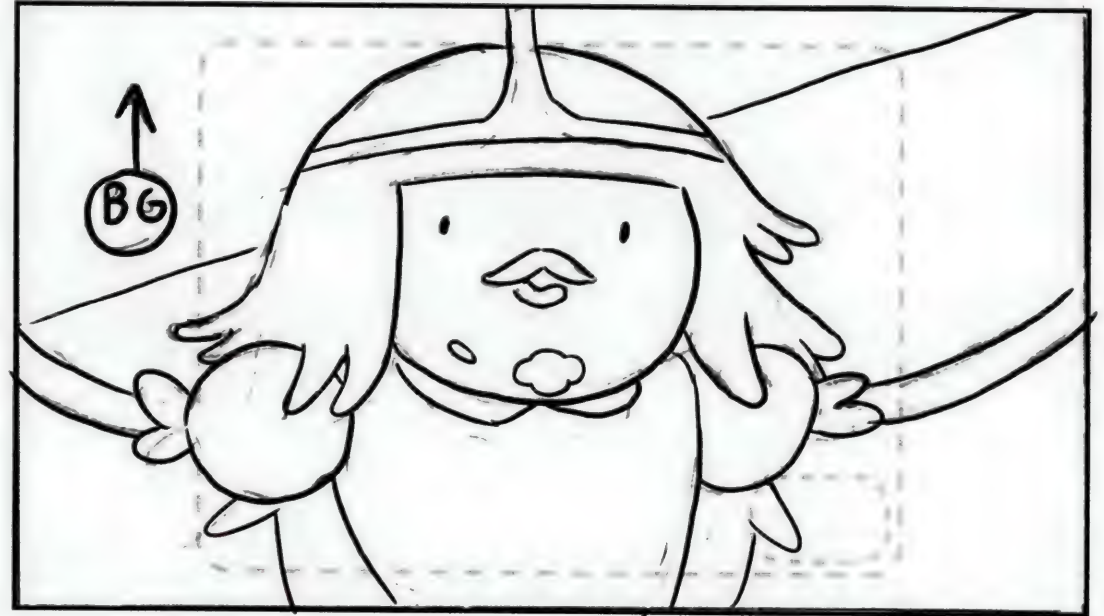


Page 20

Sc. 15 cont Pnl. D Bg. day night



Sc. 15 cont Pnl. E Bg. day night



Dialog:

KOO: SO CRUSHED BY DEFEAT
WAS SHE, THAT THE TYRANT
EXILED HERSELF --

Action:

CYCLE

FEB 04 2015

Timing:

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1034/208

Production:

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1034/208

ADVENTURE TIME



Page 21

Sc. 16

Pnl. A

Bg.

day night

Sc. 16 *cont* Pnl. B

Bg.

day night



Dialog:

↑ ^(OS)
K: TO A SAD CABIN ON THE SHORES OF LAKE BUTTERSCOTCH-- ↑

Action:

- M TRACKS KOO
AS HE HOPS UP & DOWN...

CYCLE

FEB 04 2015

Timing:

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Production:

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ADVENTURE TIME



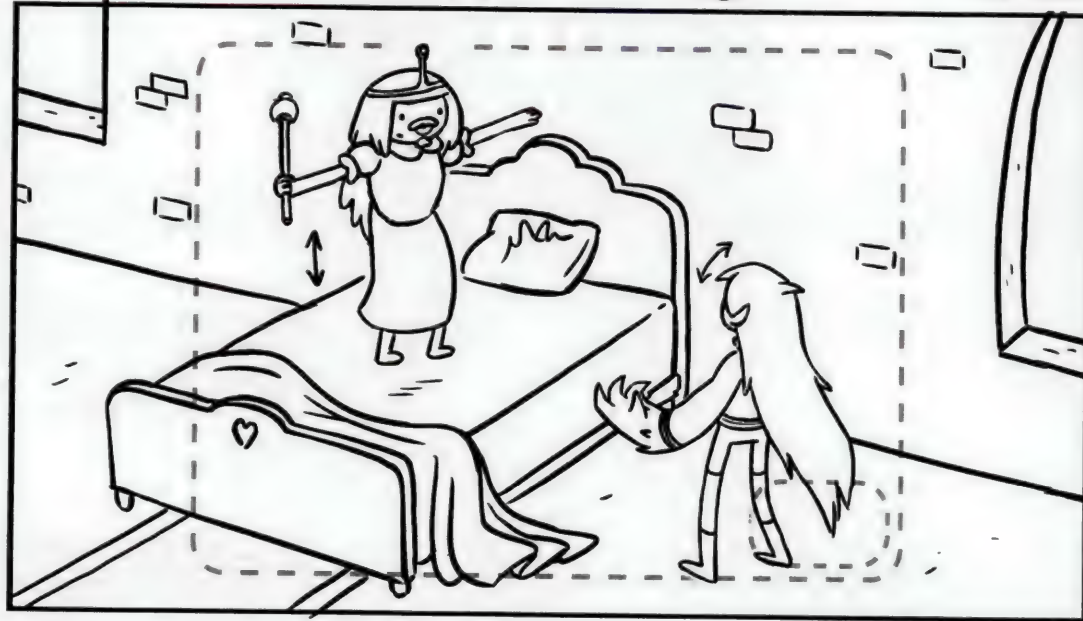
Page 22

Sc. 17

Pnl. A

Bg.

day night



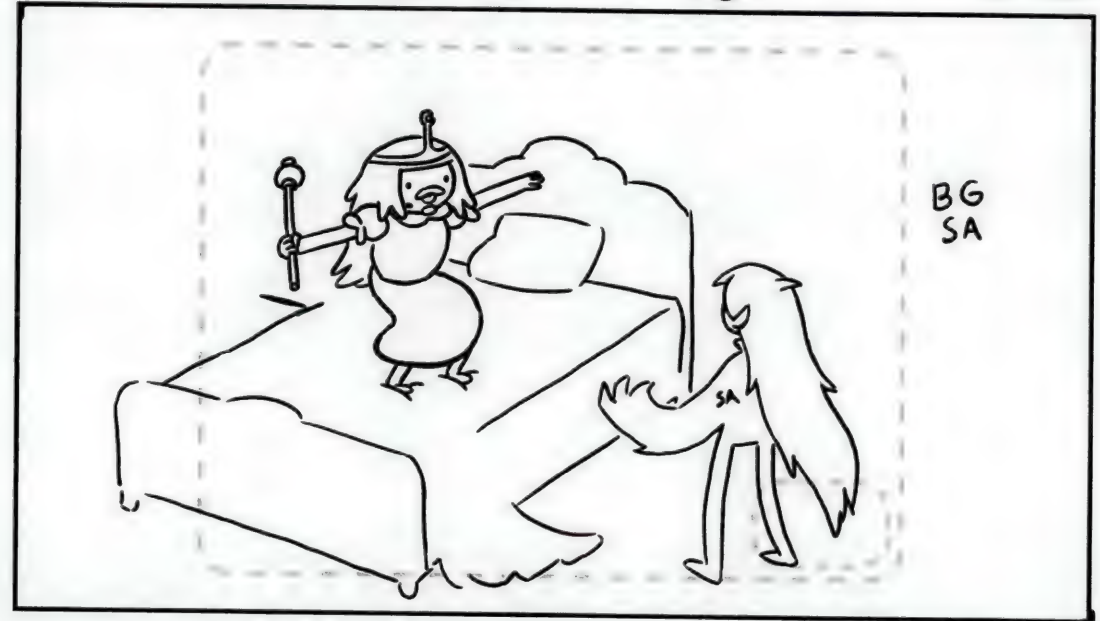
Sc. 17

CONT

Pnl. B

Bg.

day night



Dialog:

K: TECHNICALLY, STILL CANDY KINGDOM TERRITORY ---

Action:

-KOO BOUNCES ON BED.

↑
CYCLE
↑

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Timing:

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ADVENTURE TIME



Hy Cut

NO SC18

Page 23

Sc. 17 CONT Pnl. C

Bg.

day night

Sc.

19

Pnl. A

Bg.

day night



Dialog:

N: BUT IN MY MERCY
I'VE ALLOWED HER
TO REMAIN.

M: ...

Action:

- KOO STOPS BOUNCING
- KOO BOWS.

- M. HORRIFIED

FEB 04 2015

Timing:



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Production:

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ADVENTURE TIME



Sc. 19 CONT Pnl. B Bg.

day night



Sc. 19 CONT Pnl. C

Bg.

day night



Dialog:	<u>M</u> : <u>YOU'RE</u> THE PRINCESS!?	<u>M</u> : SINCE <u>WHEN</u> !
Action:	FEB 04 2015	
Timing:		

Handwritten red text: "Hw Cut"

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Handwritten: **HW**
Cart

ADVENTURE TIME



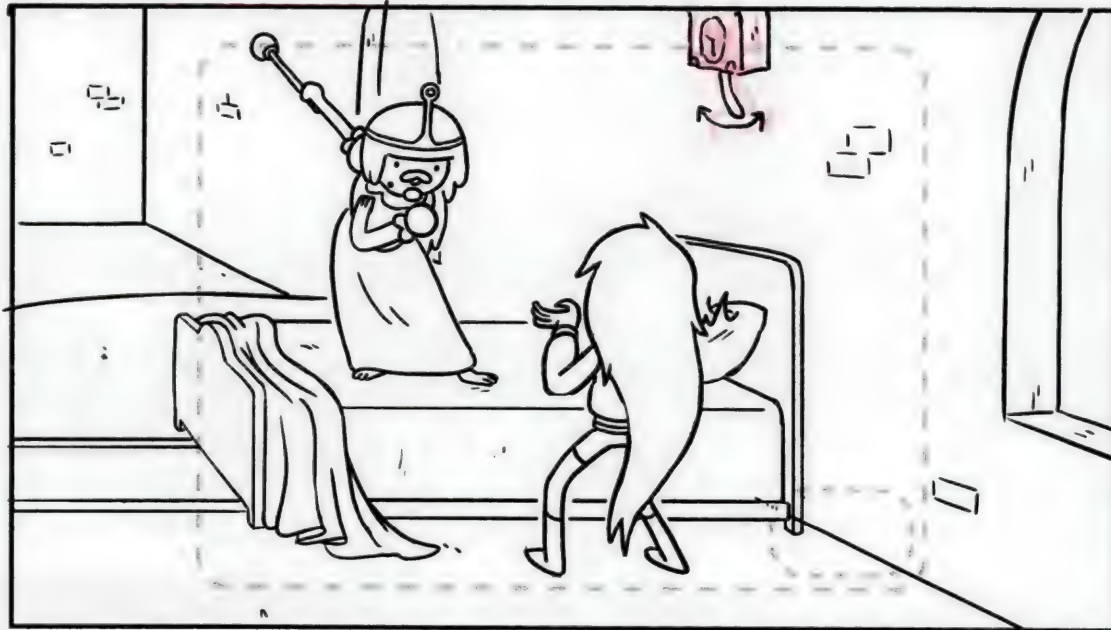
Page **25**

Sc. 20

Pnl. A

Bg.

day night

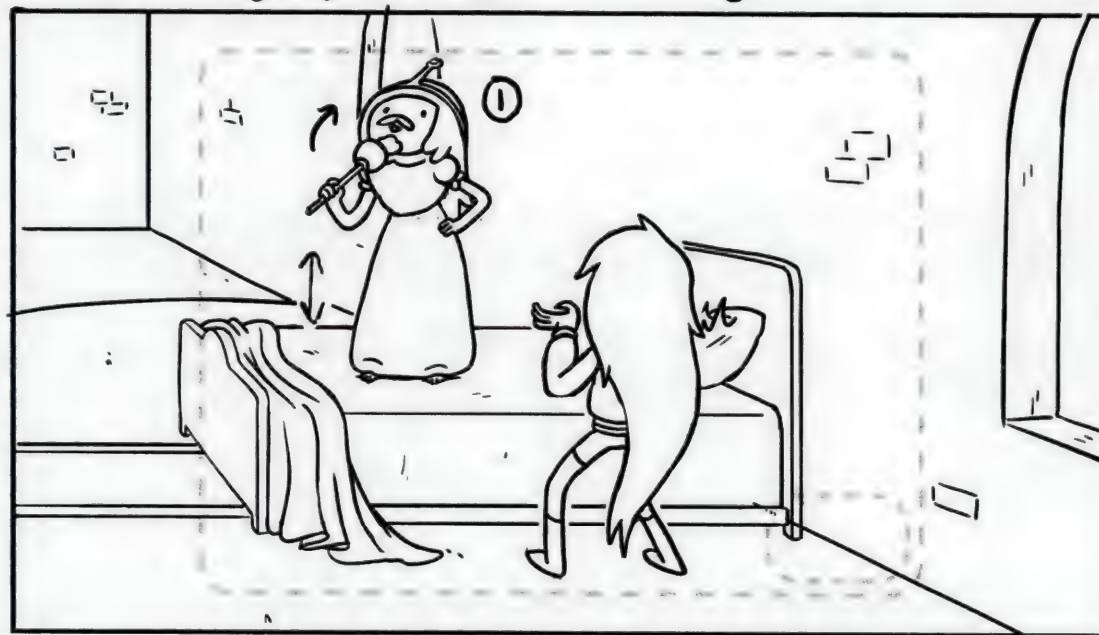


Sc. 20 *cont*

Pnl. B

Bg.

day night



Dialog:

K: HM ...

Action:

Timing:

K: BY THE RECKONING OF MY
"NEW TORONTIAN CALENDAR!"

③ OOO'S OFFICIAL CALENDAR ...

- KOO THINKS FOR A BEAT.

CYCLE ①, ② REPEAT



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Production:

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ADVENTURE TIME



He Cut

Sc. 20 CONT Pnl. C

Bg.

day night

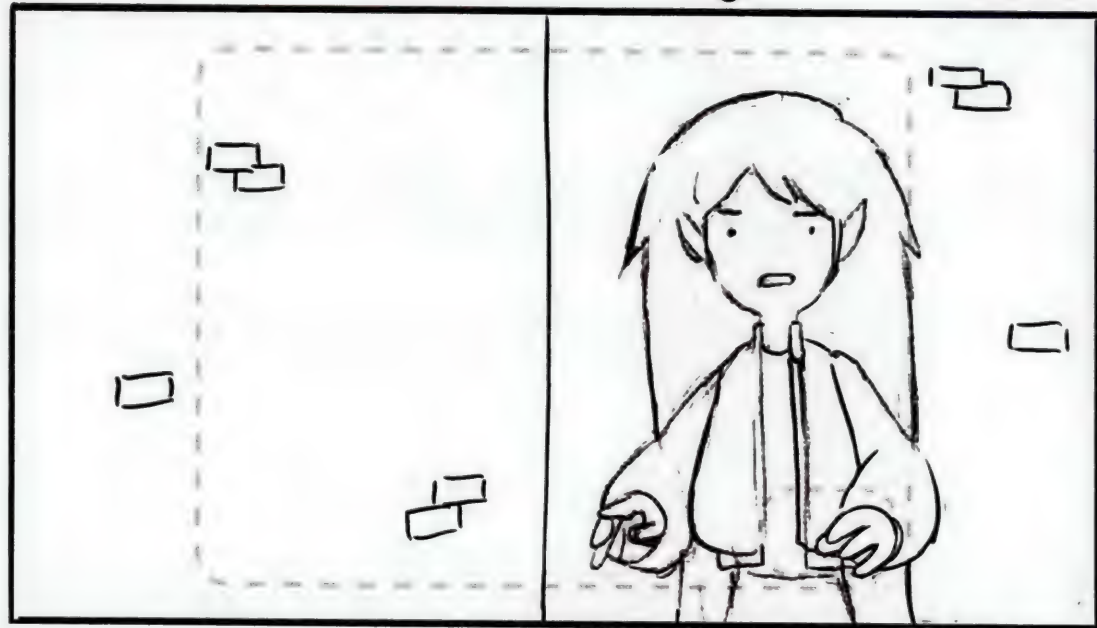


Sc. 21

Pnl. A

Bg.

day night



Dialog:

K/ I'd say two glorious months.

M: ... TWO MONTHS...

Action:

Timing:

CYCLE ① ②



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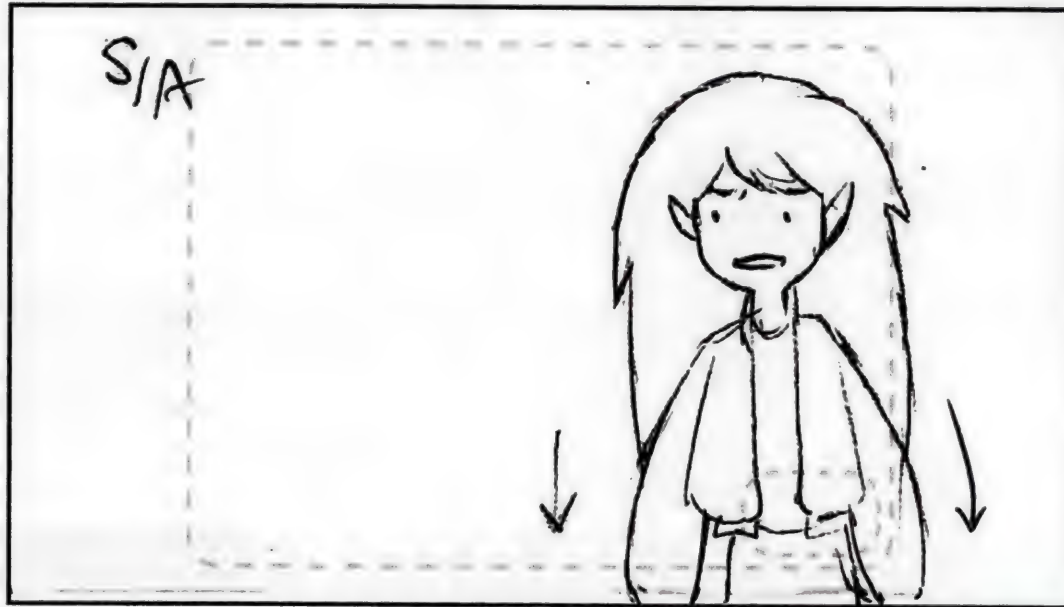


Page 27

Sc. 21 *CONT* Pnl. B

Bg.

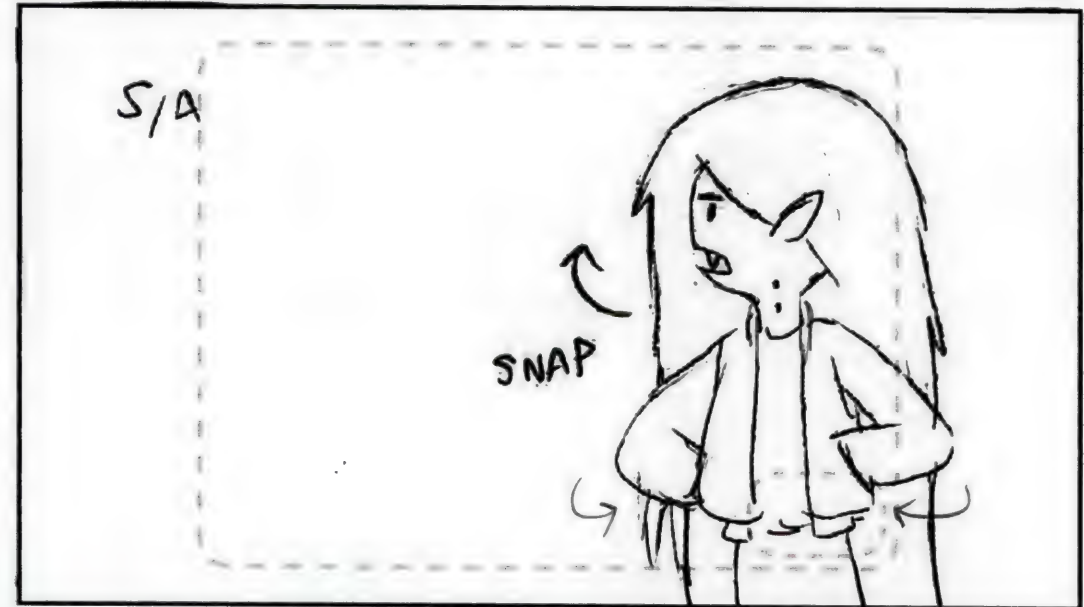
day night



Sc. 21 *CONT* Pnl. C

Bg.

day night



Dialog:

(TO HERSELF)
M: BUT THEN WHY
DIDN'T SHE -- TELL --

M: RRR... BUBBLEGUM,

Action:

- M'S ARMS DROP

- M. SHOVES HANDS IN POCKETS AND TURNS HEAD.

Timing:

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ADVENTURE TIME



Sc. 21 CONT Pnl. D

Bg.

day night



Dialog:	SFX: FWOOSH!	
Action:	- M FLIES TOWARDS WINDOW - PAN W/ MARCELINE,	- MOONLIT RIM ANIMATES ON.
Timing:		

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Production: 1034/208

FEB 04 2015

ADVENTURE TIME



cut

Page 29

Sc. 21 *cont* Pnl. E

Bg.

day night

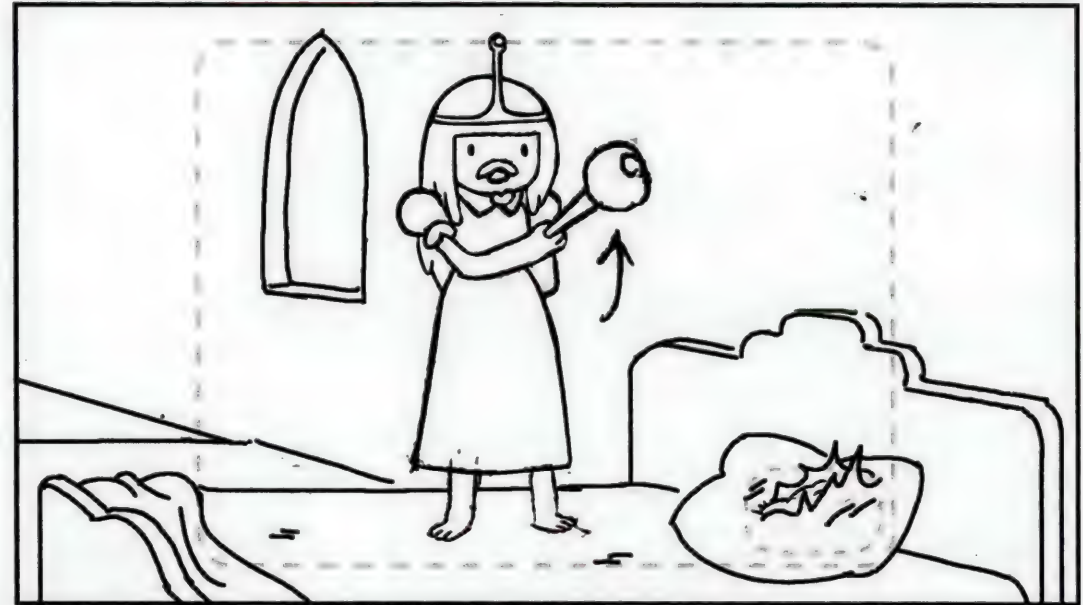
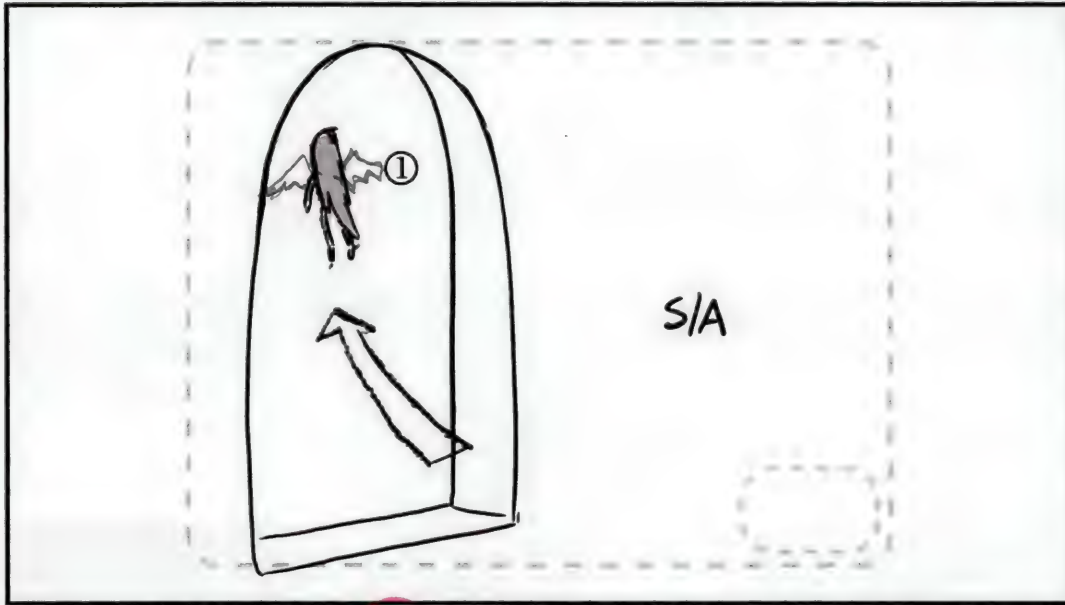
Sc. 22

Pnl. A

Bg.

day night

cut



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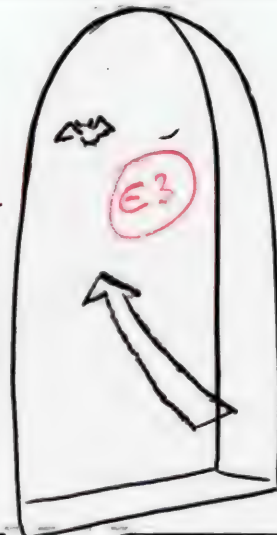
Dialog:



Action:

-M. TRANSFORMS INTO BAT
AND FLIES INTO DISTANCE.

Timing:



KOO: TELL BUBBLEGUM I
WEAR HER NIGHT GOWN...

FEB 04 2015

Production:

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ADVENTURE TIME



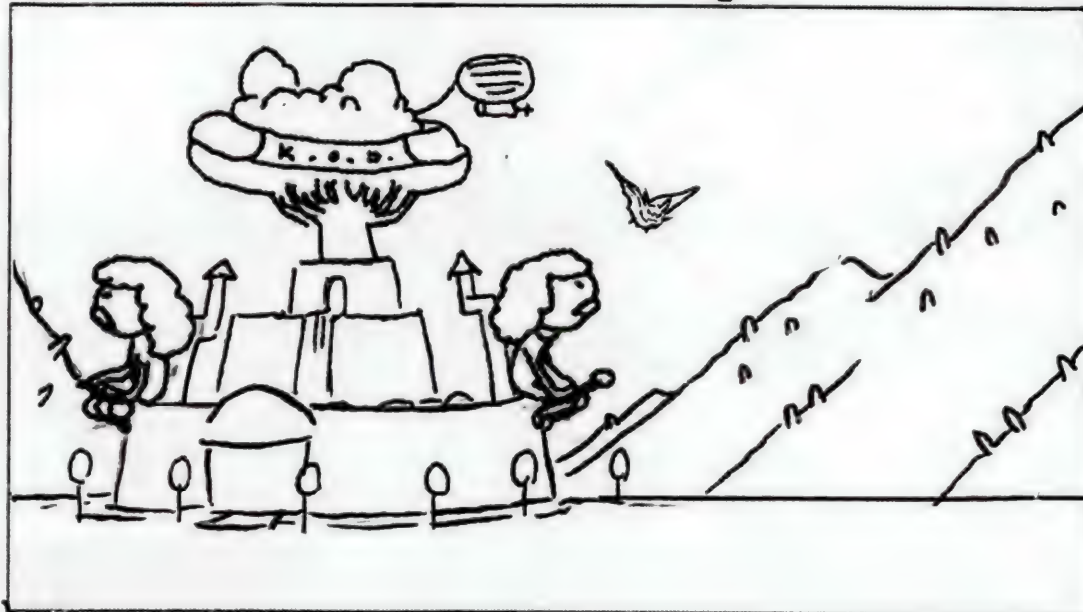
Page 30

Sc. 23

Pnl. A

Bg.

day night

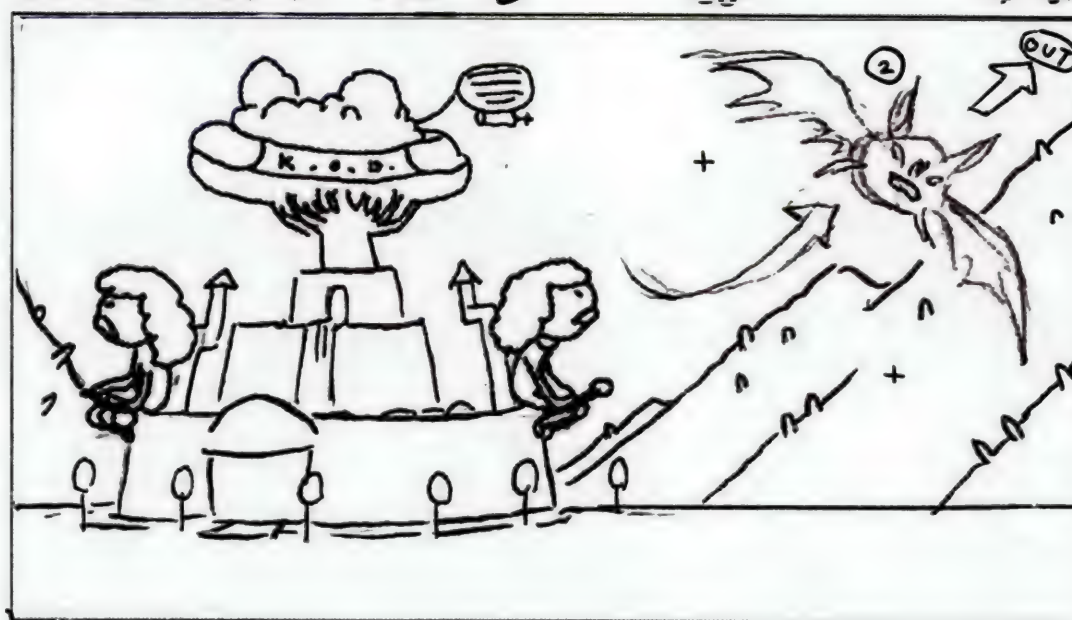


Sc. 23 CONT

Pnl. B

Bg.

day night



Dialog:

KOO: ^(VO) TELL EVERYONE!

Action:

- BAT MARCELINE FLIES TOWARDS CAM.
AND OFF/S.

Timing:

SFX: *FLAPPING*



FEB 04 2015

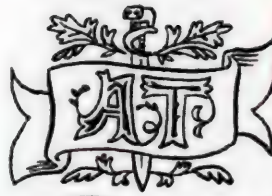
EPISODE # 1034-208

1034/208

Production:

1034/208

ADVENTURE TIME



Cut w/ X Diss @ post

Page 31

Cut w/ X Diss @ post

Sc. 24

Pnl. A

Bg.

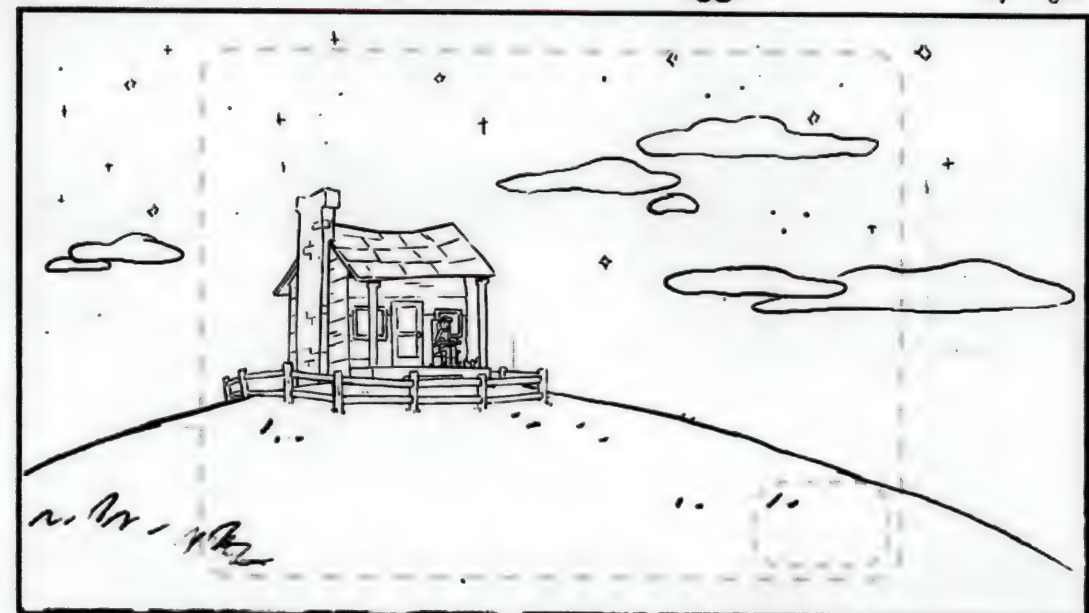
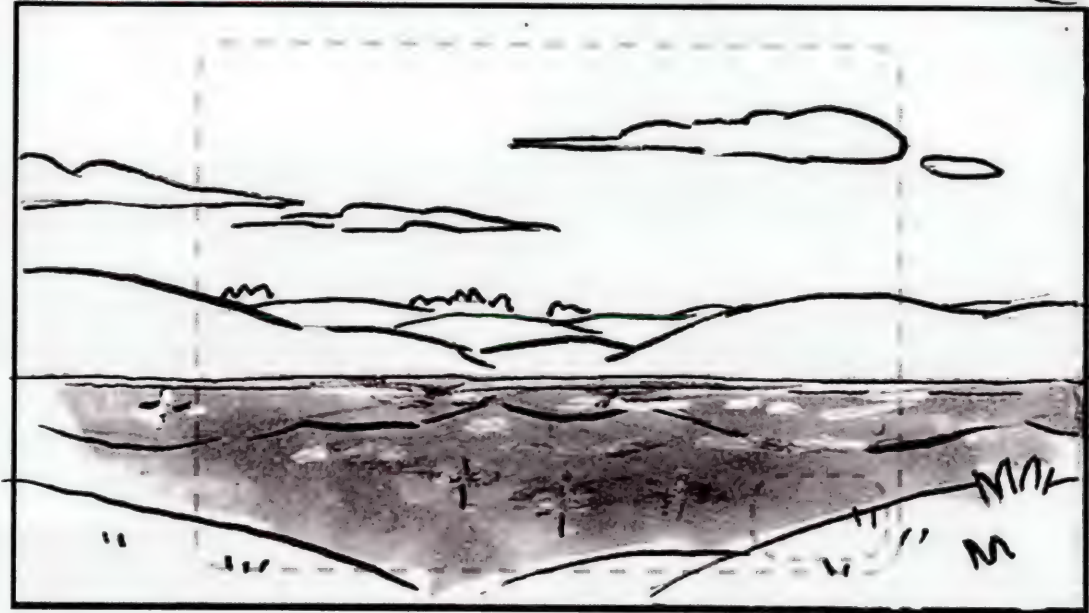
day ☒ night

Sc. 25

Pnl. A

Bg.

day ☐ night



Dialog:

SFX: * CRICKETS * —————

SFX: * CREAK - CREAK *

FEB 04 2015

Action:

- EST. LAKE BUTTERSCOTCH (REF. HOT DIGGITY DOOM)
- SURFACE GLITTERING

~~DISSOLVE @ post~~

- REMODELED CABIN.
- PB SITS IN ROCKING CHAIR ON THE PORCH

X Diss @ post

Timing:

EPISODE # 1034-208

1034/208

Production:

1034/208

1034/208

Cut
w/ X DISS
@ Post

ADVENTURE TIME



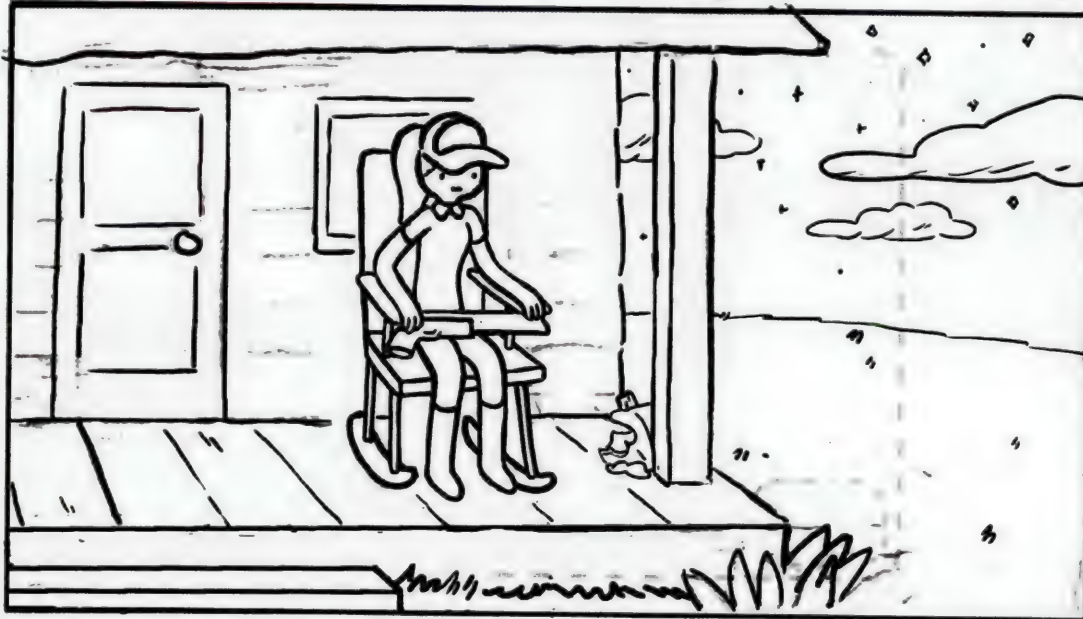
Page 32

Sc. 26

Pnl. A

Bg.

day night

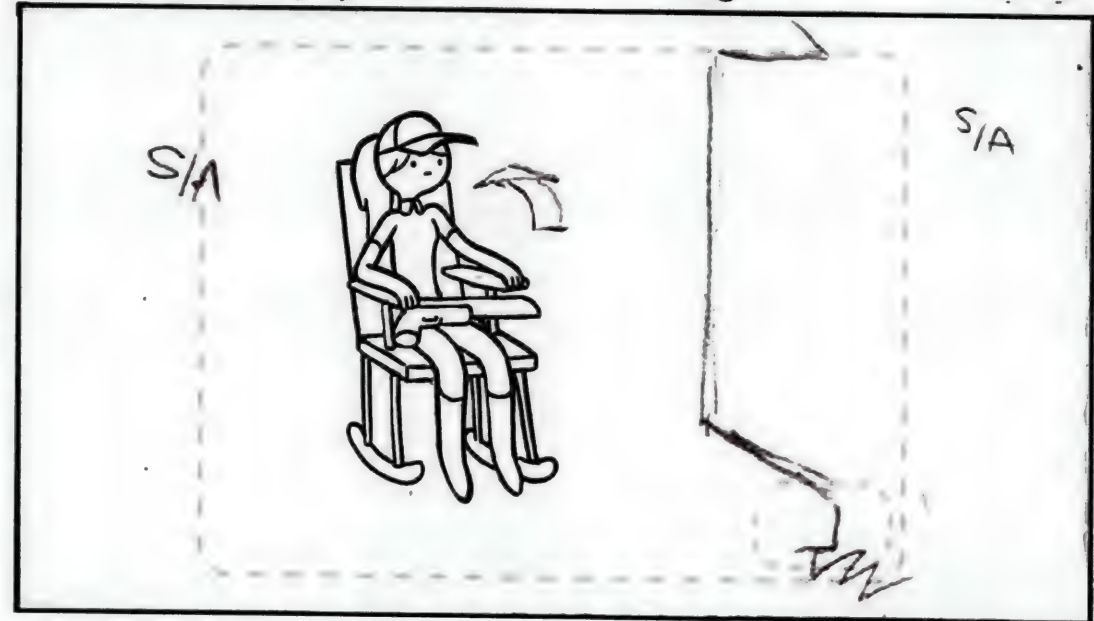


Sc. 26

CONT Pnl. B

Bg.

day night



Dialog:

SFX: * CREAK CREAK *

FEB 04 2015

Action:

- PB SITS IN
ROCKING CHAIR.

Timing:

EPISODE # 1034-208

1034/208

Production:

1034 208

1034/208

He cut

ADVENTURE TIME



He cut

Sc. 27

Pnl. A

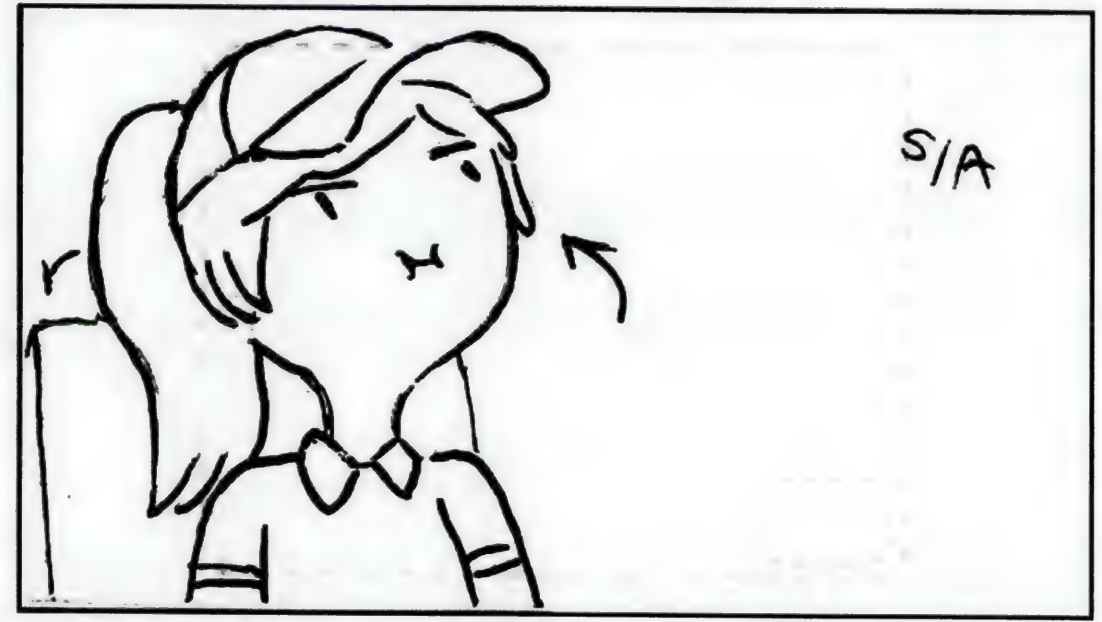
Bg.

day night

Sc. 27 *cont* Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



Sfx: [(OFF/S). WHISTLING] —————

PB: HM?

FEB 04 2015

-PB LOOKS UP.

EPISODE #

1034-208

1034/208

Production:

1034/208

1034/208

AC
cut

ADVENTURE TIME



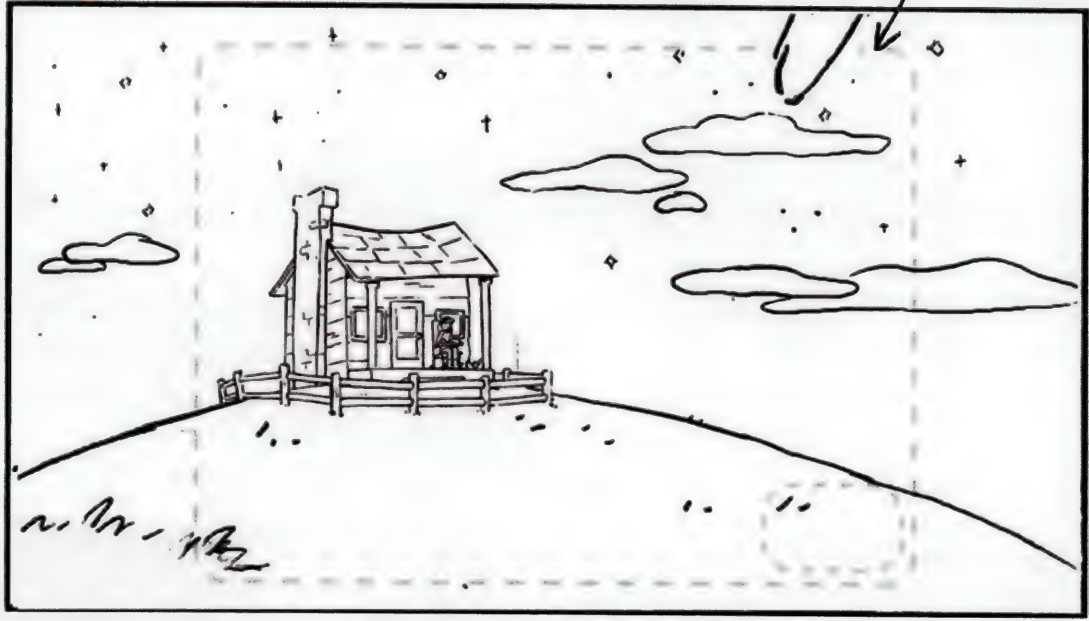
Sc. 28

Pnl. A

Bg.

IN

day night

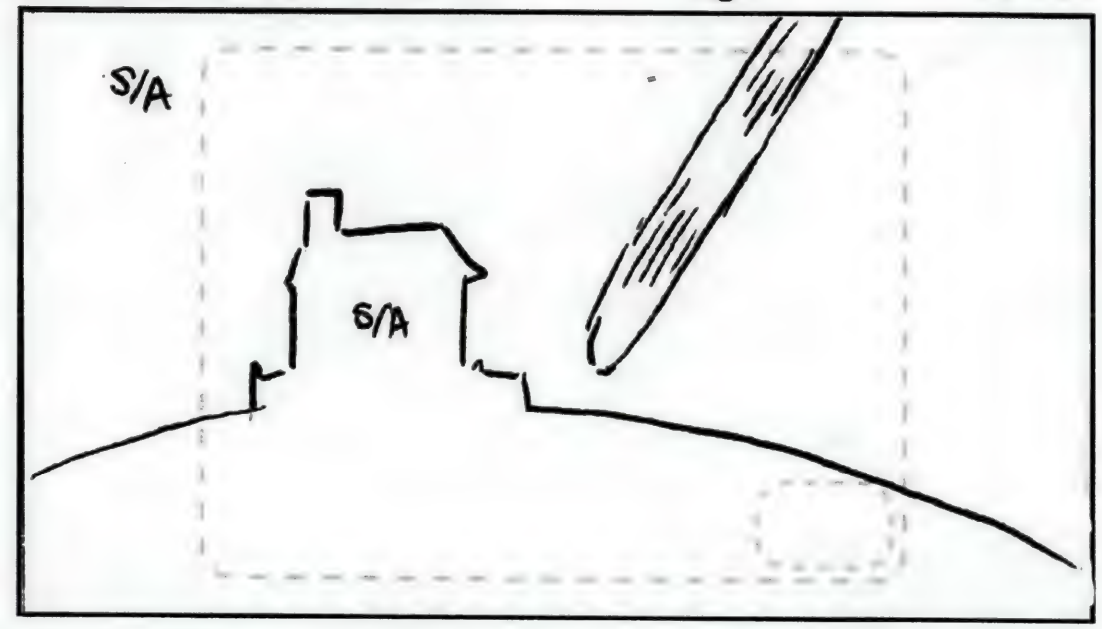


Sc. 28 *cont*

Pnl. B

Bg.

day night



Dialog:

SFX: [WHISTLING]

FEB 04 2015

Action:

-M. STREAKS ON/IS.

Timing:

EPISODE # 1034-208

1034/208

Production:

1034/208

ADVENTURE TIME

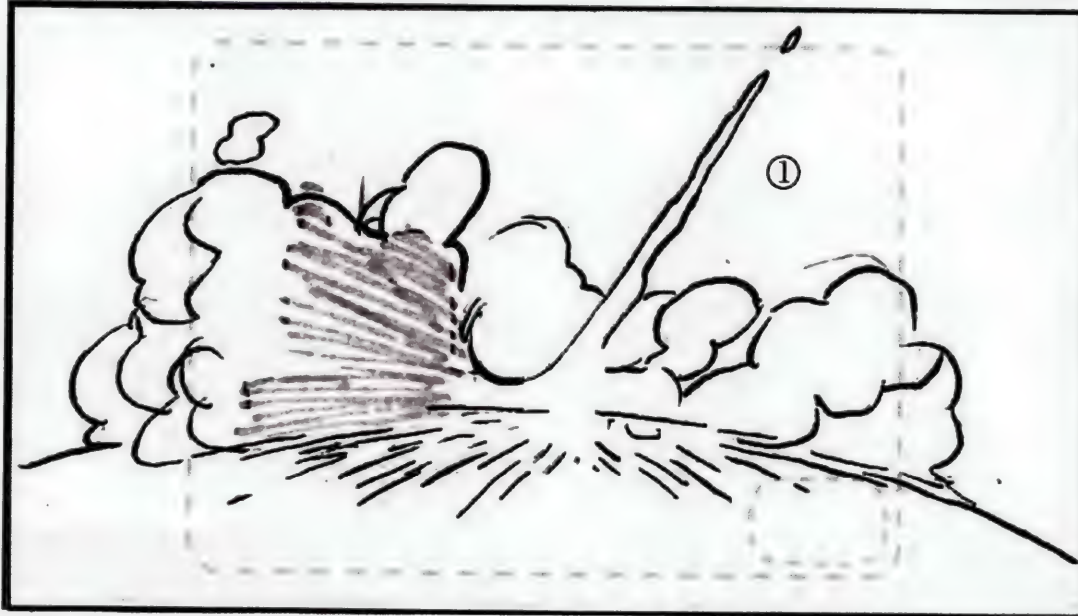


Page **35**

Sc. 28 *CONT* Pnl. C

Bg.

day night

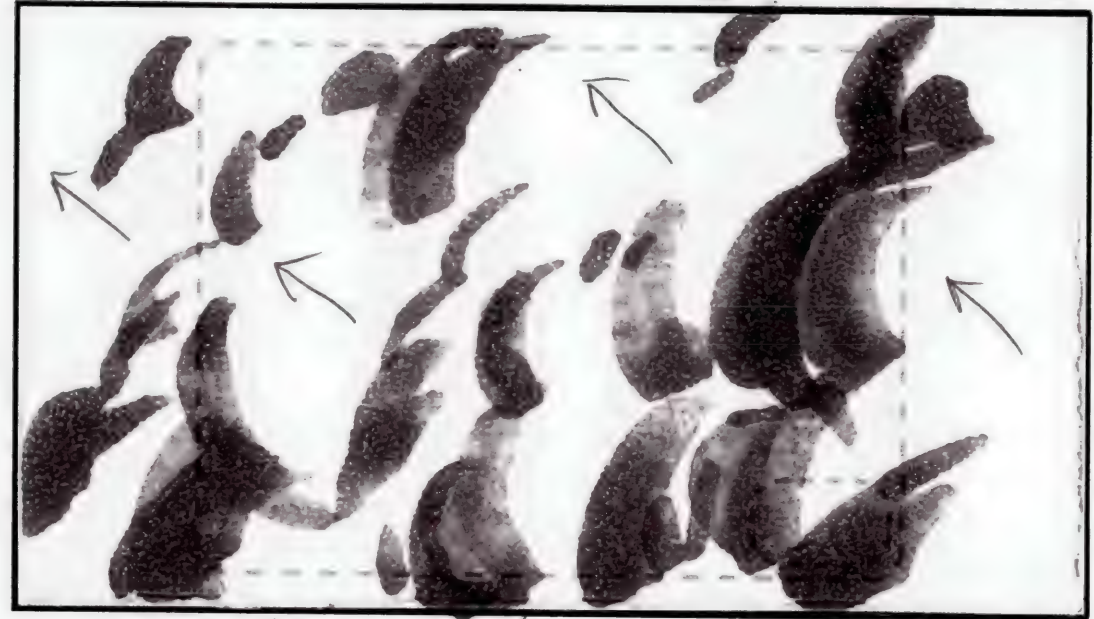


Sc. 29

Pnl. A

Bg.

day night



Dialog:

SFX:

BOOM!

FEB 04 2015

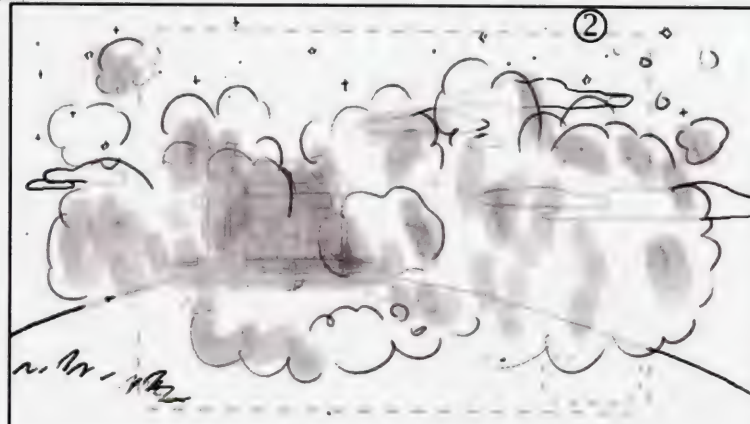
Action:

- IMPACT!

- DUST CLOUD BILLOWS

Timing:

FROM POINT OF IMPACT.



- DUST CLOUD BILLOWS

1034:20

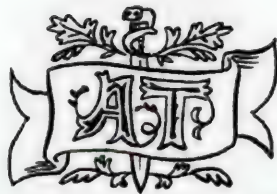
EPISODE # 1034-208

1034/208

Production:

1034/208

ADVENTURE TIME



Page 36

Sc. 29 CONT Pnl. B

Bg.

day night



Sc. 29 CONT Pnl. C

Bg.

day night



Dialog:

M: (MONSTER VOICE)
BONNIE!

Action:

- SILHOUETTE APPEARS IN DUST CLOUD
- DUST CLOUD SLOWS

- DUST CLOUD
STARTS TO CLEAR.

FEB 04 2015

Timing:

EPISODE #

1034-208
1034/208

Production:

1034/208

1034/208

He cut

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ADVENTURE TIME



Page 37

Sc. 30

Pnl. A

Bg.

day night



Sc. 30 *CONT* Pnl. B

Bg.

day night



Dialog:

(MATTER-OF-FACT)

PB: MARCELINE...

Action:

-DUST CLOUD BEGINS TO CLEAR.

Timing:

EPISODE # 1034-208

1034/208

Production:

ADVENTURE TIME



*Hu
Curt*

Sc. 30 *cont*

Pnl. C

Bg.

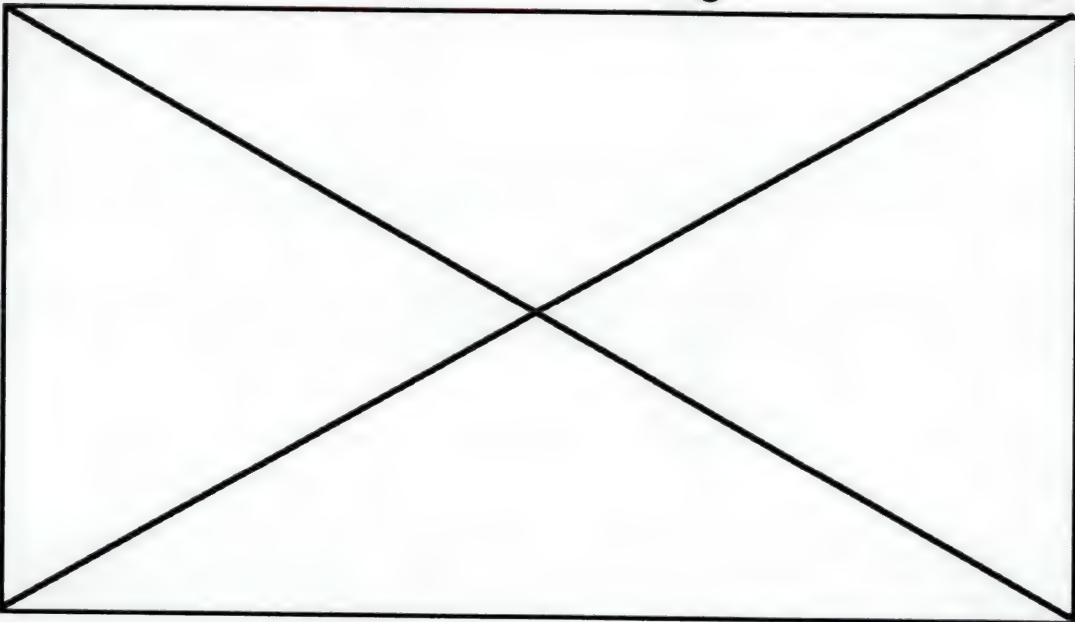
day night

Sc.

Pnl.

Bg.

day night



Dialog:

PB : WUDUP

Action:

- M. MORPHS BACK
TO NORMAL, HANDS IN POCKETS.

Timing:

EPISODE #

Production:

1034-208

1034/208

1034/208

1034/208

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1034/208

Ku
Cura

ADVENTURE TIME

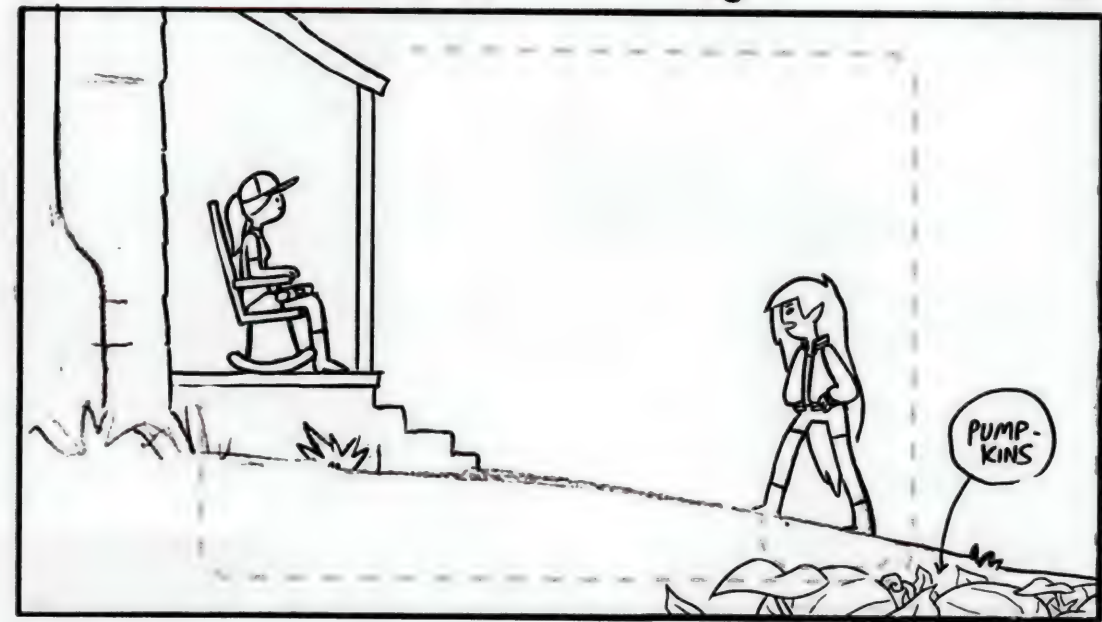


Sc. 31

Pnl. A

Bg.

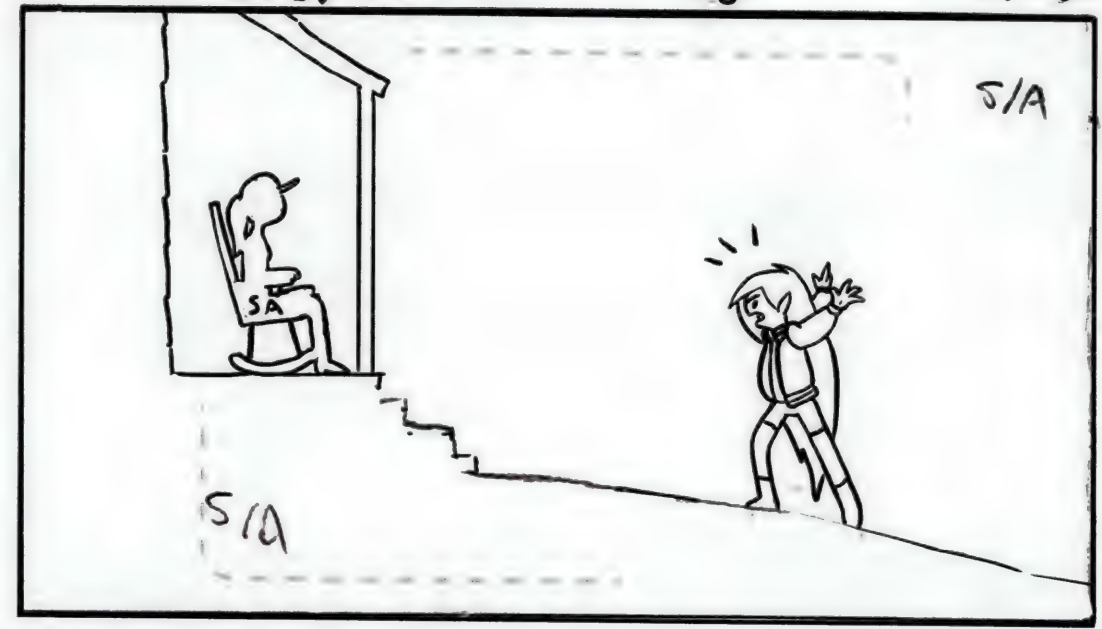
day night



Sc. 31 *CONT* Pnl. B

Bg.

day night



Dialog:

M: UN, WHY DIDN'T YOU TELL
ME GOT THRONE-JACKED!

Action:

Timing:

EPISODE # 1034-208

1034/208

Production:

1034-208

ADVENTURE TIME



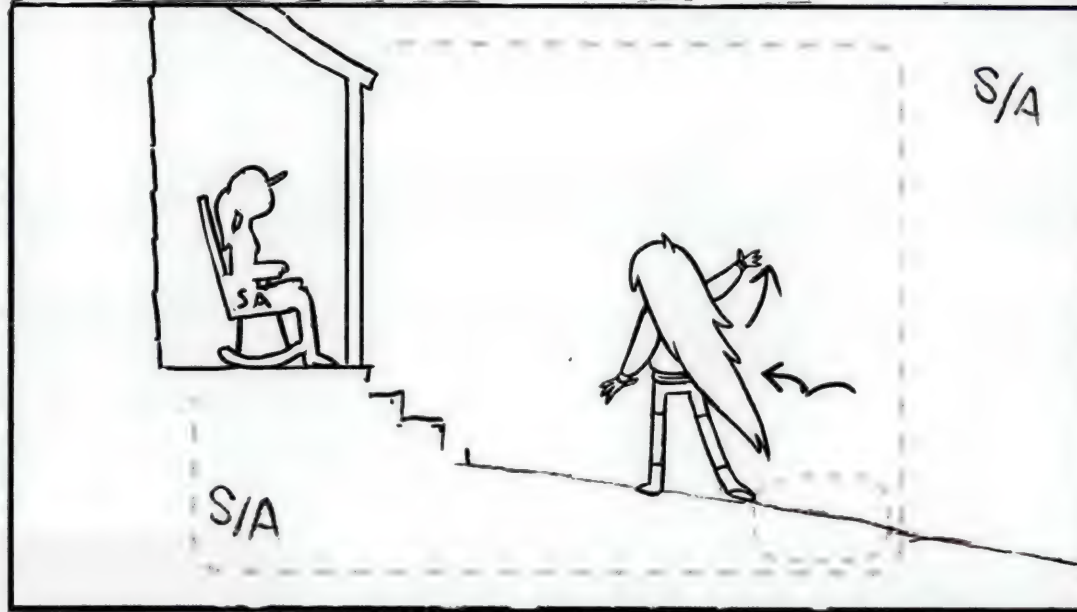
Page **40**

Sc. 31 *cont*

Pnl. C

Bg.

day night



Sc. 32

Pnl. A

Bg.

day night



Dialog:

M/ I gotta hear it from that wax fraud!

SFX: *CHK-CHK-

(9s)
PEP.BUT: BE COOL,
MARCELINE...

Action:

- M. REACTS TO
VARMINT GUN COCKING.

Timing:



EPISODE # 1034-208

1034/208

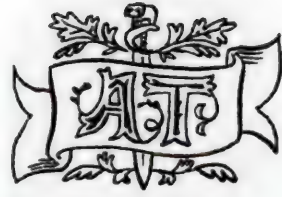
Production:

1034:208

1034/208

NO SC 33

ADVENTURE TIME



Hy cut



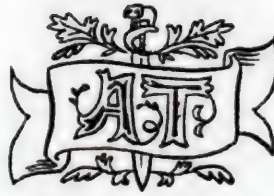
Dialog:	PEP : LET'S <u>ALL</u> ... <u>BUT</u> BE COOL --
Action:	- M. TURNS. ADJ. W/TURN. - PEP-BUT STROKES VARMIN'T GUN,
Timing:	



EPISODE # 1034-208
1034/208

Production:

ADVENTURE TIME



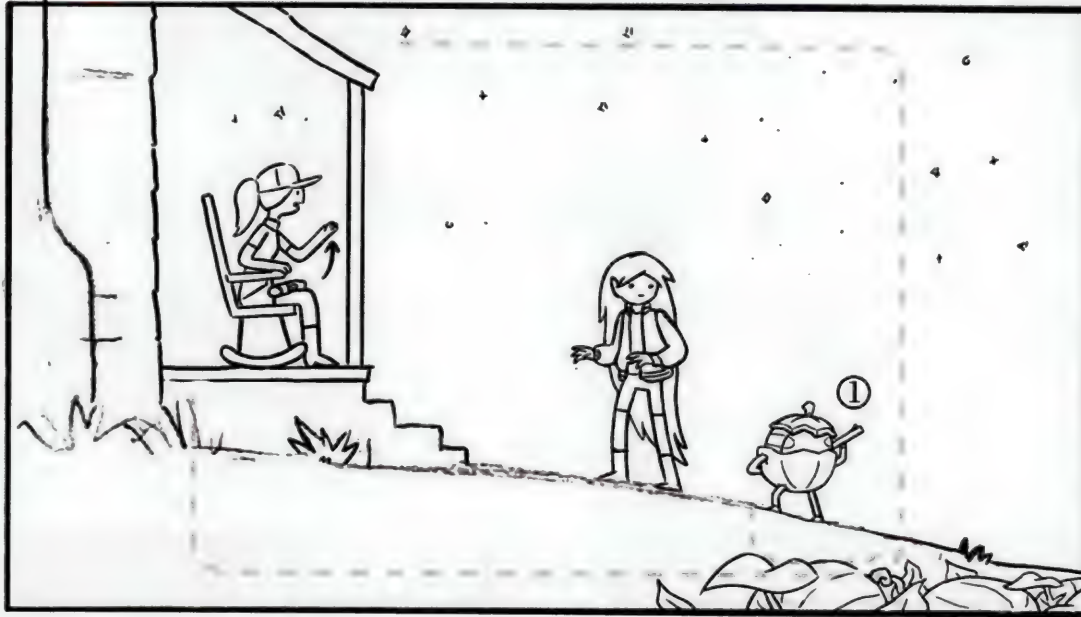
Page 42

Sc. 34

Pnl. A

Bg.

day night



Sc. 34 *CONT* Pnl. B

Bg.

day night



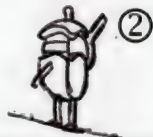
Dialog:

PB : GIVE US A
MINUTE, PEP-PEAMINT
BUTLER

PEPBUT : [AFFIRMATIVE GRUNT]

Pup-pup-pup (cont.)

Action:



- PEP BUT RUNS PAST M.
- M. + PB TRACK PEP-BUT'S EXIT.

Timing:

1034-208

EPISODE #
1034/208

Production:

1034, 208

1034/208

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ADVENTURE TIME



Page 43

Sc. 34 *CONT* Pnl. C

Bg.

day night



Dialog:

PBut/ Pup-pup-pup (cont.)

Action:

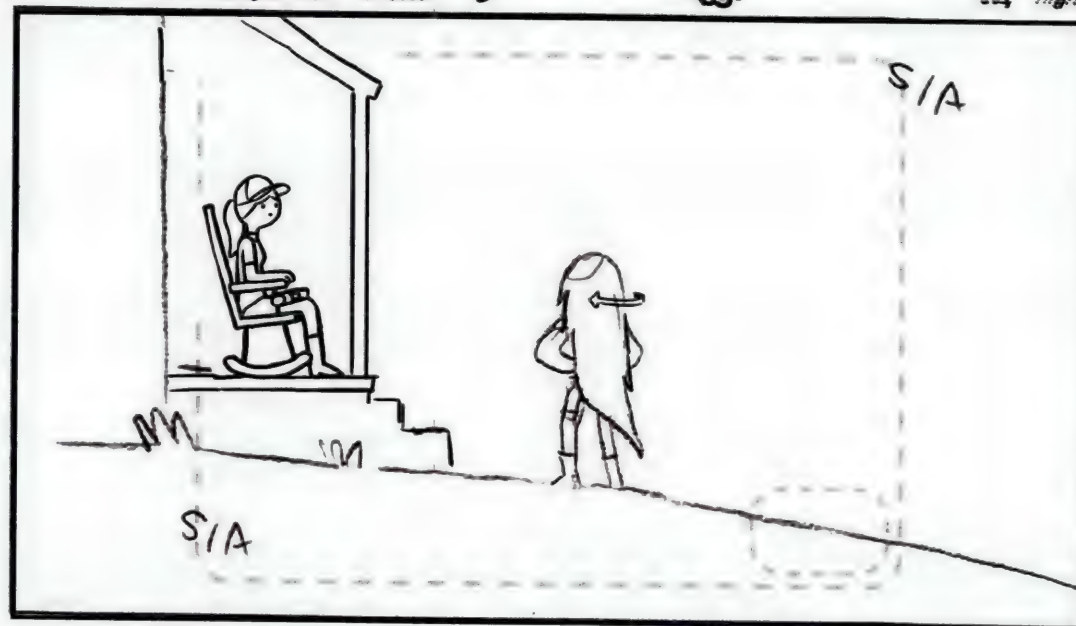
- PEP BUT RUNS OFF/S.

Timing:

Sc. 34 *CONT* Pnl. D

Bg.

day night



M: WELL!...

FEB 04 2015

- M TURNS BACK
TO PB W/ HANDS ON HIPS.

Handwritten signature

EPISODE # 1034-208

1034/208

Production:

1034/208

no cut

ADVENTURE TIME



Sc. 35 Pnl. A Bg. day night



Sc. 35 CONT Pnl. B Bg. day night



Dialog: PB: [SIGH] I DIDN'T GET JACKED, I QUIT.. BUT YEAH, ALRIGHT I SHOULD'VE TOLD YOU.

Action: - PB LEANS BACK.

Timing:

PB: I WAS JUST... UH - EMBARRASSED

FEB 04 2015

- PB SLUMPS DOWN FARTHER IN CHAIR.



1034/208

1034-208

EPISODE # 1034/208

Production:

1034/208

ADVENTURE TIME



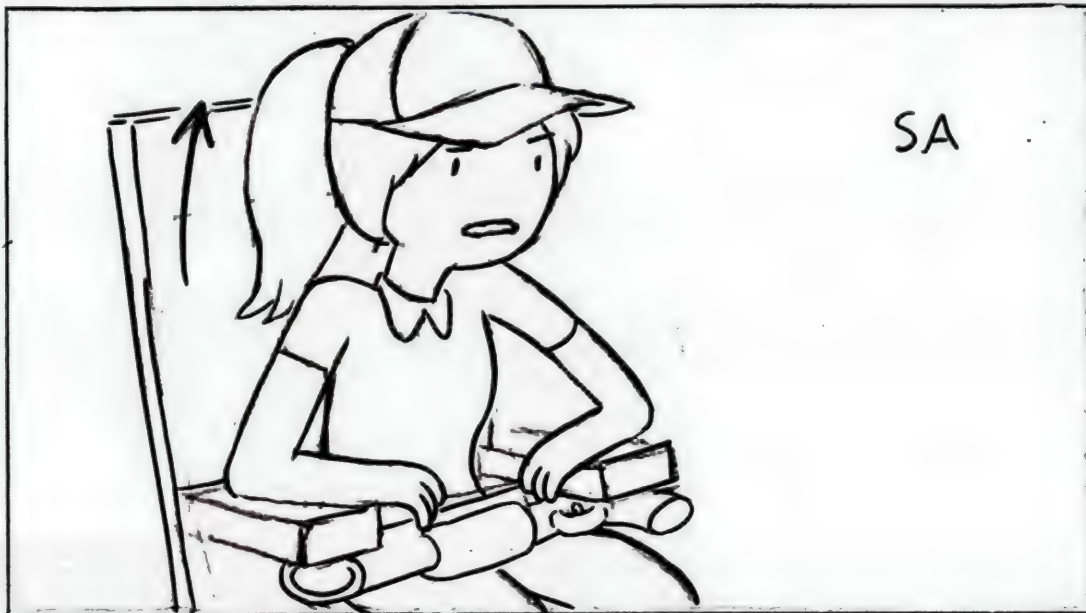
Cut

Page 45

Sc. 35 *CONT* Pnl. C

Bg.

day night



Sc. 36

Pnl. A

Bg.

day night



Dialog:

PB: AND IT ALL HAPPENED
SO FAST. AND I WAS ANGRY I GUESS.

PB: I'M STILL TRYIN'
TO SORT THINGS OUT...

Action:

- PB STRAIGHTENS UP.

FEB 04 2015

Timing:

1034-208

EPISODE #

1034/208

Production:

1034/208

ADVENTURE TIME



Cut

Page 46

Cut

Sc. 36 *CONT* Pnl. B

Bg.

day night

Sc. 37

Pnl. A

Bg.

day night



Dialog:

(PB) SEE THINGS RATIONALLY ...

Action:

- M'S EXPRESSION
SOFTENS.

*Fore Finger Rub
Chin*

FEB 04 2015

Timing:

Production:

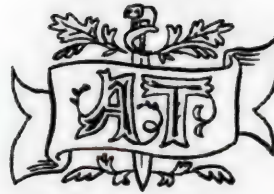
1034, 208

1034/208

EPISODE # 1034-208

1034/208

ADVENTURE TIME



Page 47

Sc. 38

Pnl. A

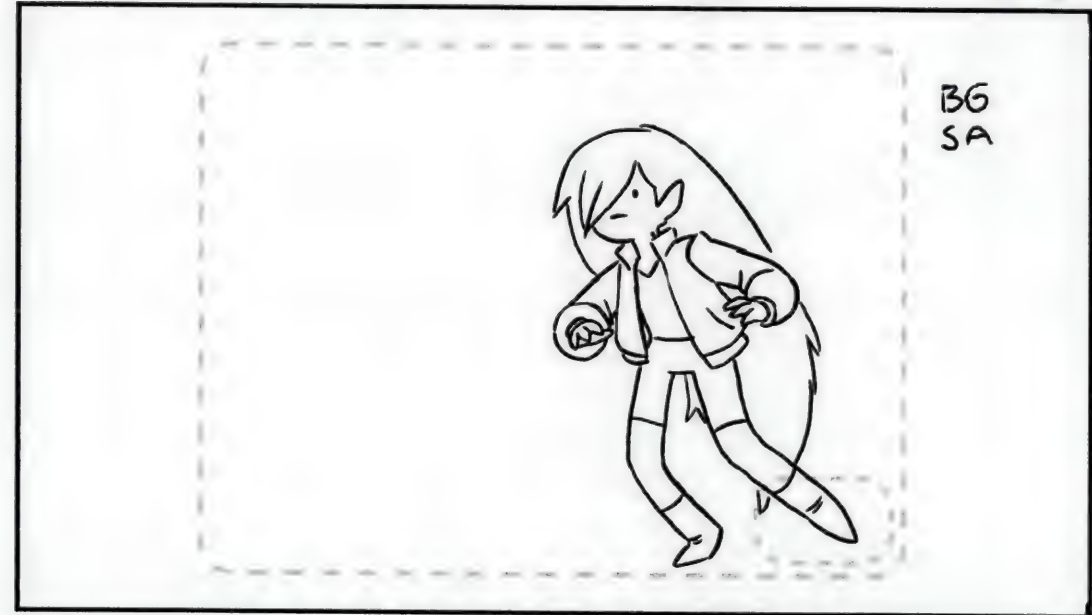
Bg.

day night

Sc. 38 CONT Pnl. B

Bg.

day, night



Dialog:

M: RAM

SFX: SKCH-SKCH *

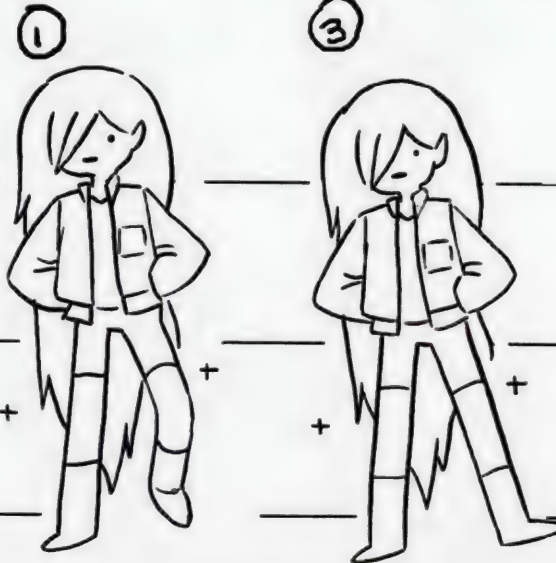
Action:

-M.. KICKS DIRT.

Timing:

CYCLE!

①, ②, ①, ②, ③



FEB 04 2015

EPISODE # 1034-208

1034/208

Production:

1034.208

1034/208

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ADVENTURE TIME

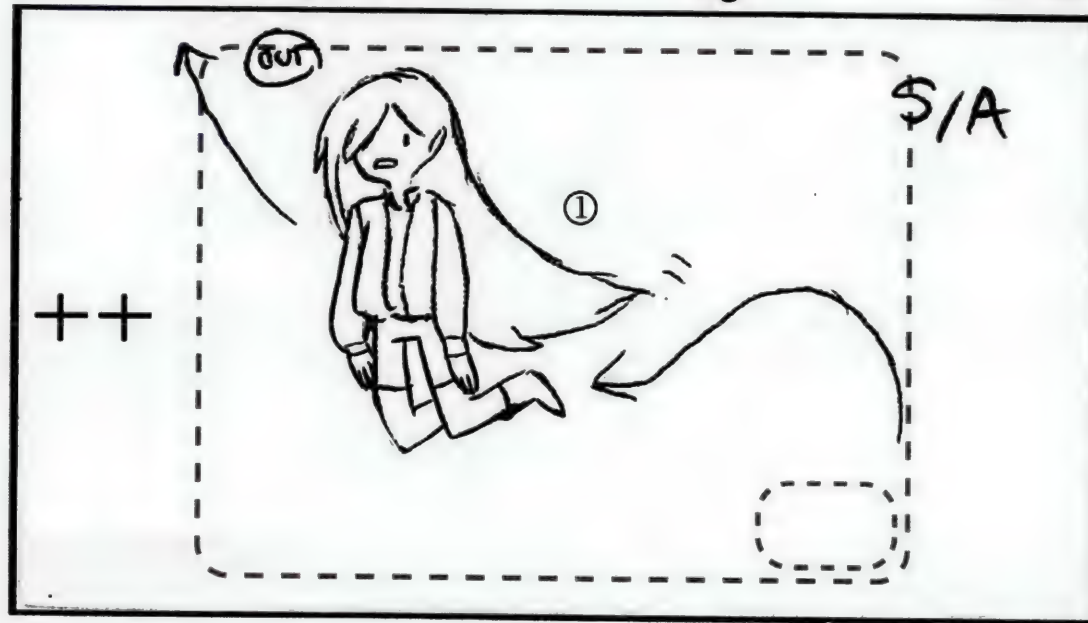


cut

Sc. 38 *cont* Pnl. C

Bg.

day night



Sc. 39

Pnl. A

Bg.

day night



Dialog:

M: WELL, YOU COULDA'
TALKED TO ME
ABOUT IT.

PB: YEAH 'CAUSE YOU'RE
SO DANG RATIONAL.

Action:

-M FLOATS FORWARD
AND UP OFF/S.

Timing:



FEB 04 2015

++

++

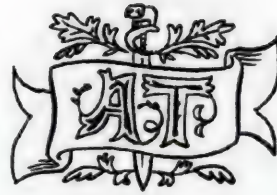
EPISODE # 1034-208

1034/208

Production:

1034/208

ADVENTURE TIME

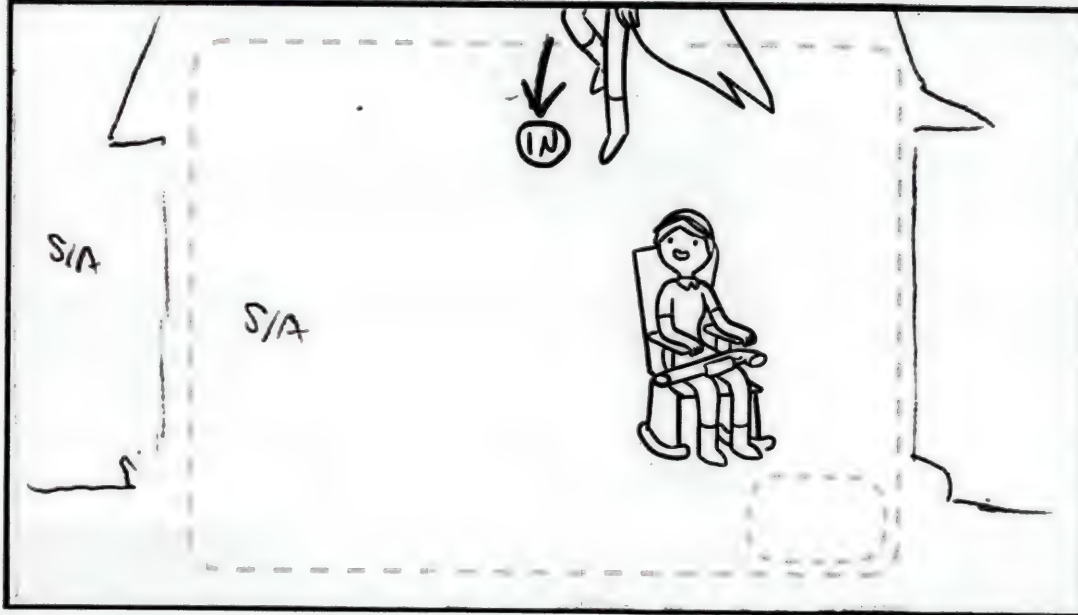


Page 49

Sc. 39 CONT Pnl. B

Bg.

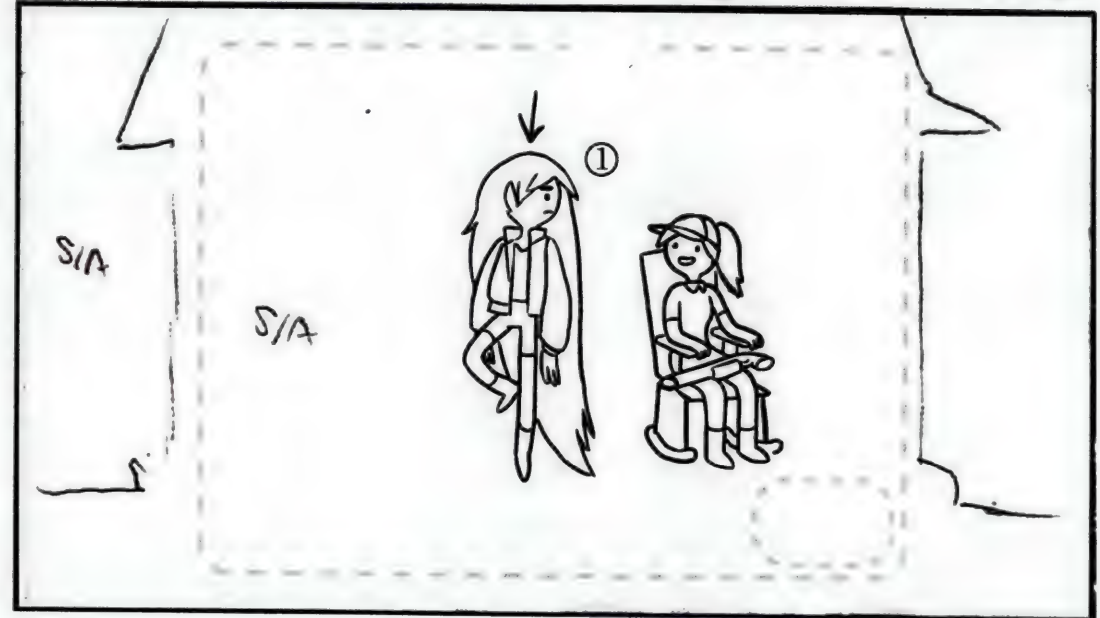
day night



Sc. 39 CONT Pnl. C

Bg.

day night



Dialog:

PB: HA. HA.

(CATCHES HERSELF)
PB/ I'm sorry, that's mean.

Action:

-PB TRACKS MARCELINE

-M. FLOATS DOWN ON/S

Timing:



FEB 04 2015



EPISODE #

1034/208 4021-208

Production:

1034/208

ADVENTURE TIME



Page 50

Sc. 39 cont Pnl. D

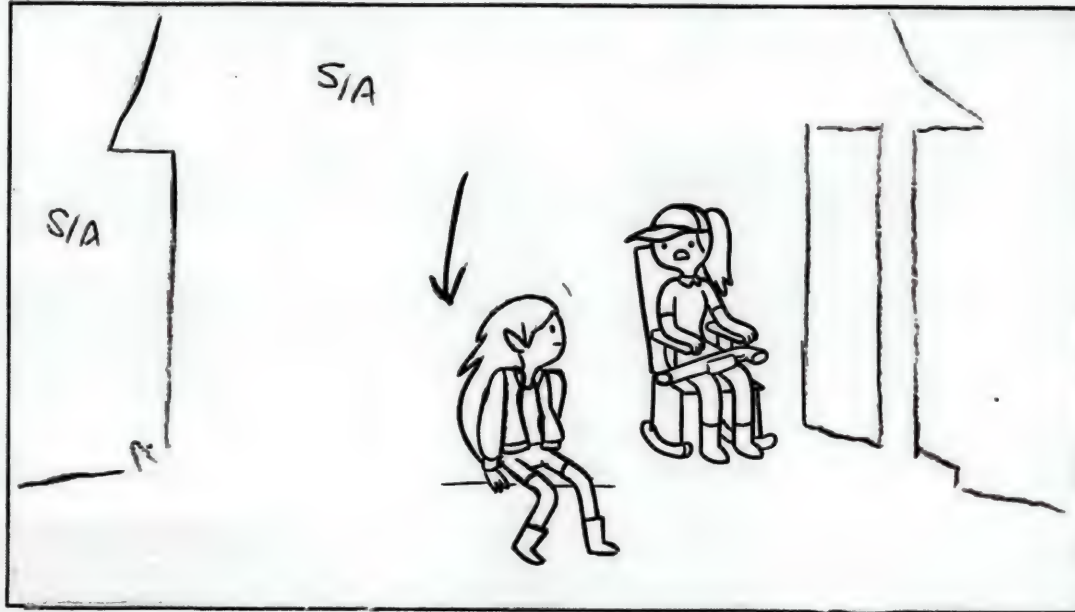
Bg.

day night

Sc. 39 cont Pnl. E

Bg.

day night



Dialog:

PB: I'M TRYIN' TO
BE' LESS MEAN...

PB/ That's why I'm startin' fresh
with a new kingdom out here...

Action:

- M. SITS ON STAIRS.

- PB LOOKS UP.

FEB 04 2015

Timing:

1034-208

EPISODE #

1034/208

Production:

ADVENTURE TIME



Cut

Page 51

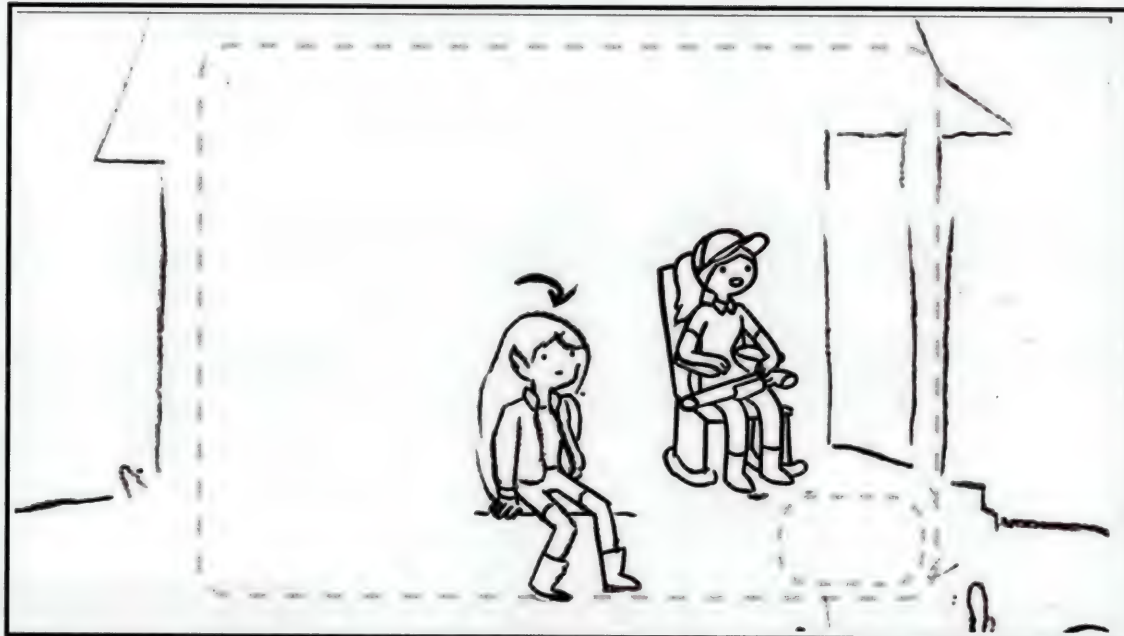
Cut

Sc. 39 *cont*

Pnl. F

Bg.

day night



Sc. 39A

Pnl. A

Bg.

day night



Dialog:

PB: JUST ME, PEPPERMINT
BUTLER, MY VEGETABLE
CITIZENS ...

Action:

FEB 04 2015

Timing:

EPISODE # 1034-208

1034/208

Production:

1034/208

1034/208

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CA

ADVENTURE TIME



Sc. 40

Pnl. A

Bg.

day night



Sc. 40 cont

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

PB: SOME PRETTY STARS... AN' OF COURSE --

-PB GLANCES UP AT SKY.

FEB 04 2015



1034-208

EPISODE #

1034/208

Production:

1034/208

ADVENTURE TIME



HO
CUR

Page S3

Sc. 40 CONT...

Bg.

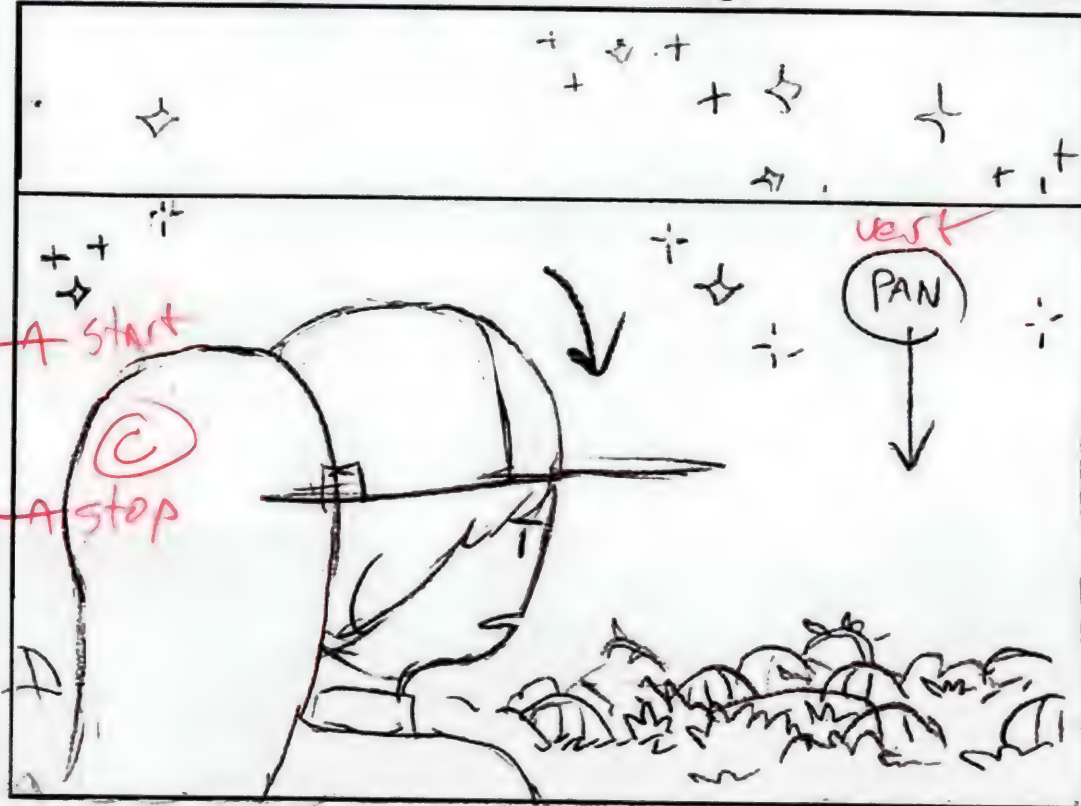
day night

Sc. 41

Pnl. A

Bg.

day night



Dialog: PB SOME VARMINTS.

Action:
- PB LOOKS DOWN
- PB MULTIPLANES IN PLACE AS
BG PANS W/ ACTION.

Timing:



- M LOOKS CONFUSED

FEB 04 2015

EPISODE # 1034-208

1034/208

Production:

1034/208

ADVENTURE TIME



Cut

Sc. 41 cont Pnl. B Bg.

Sc. 41 cont Pnl. C Bg.



(PB) RAIDING MY SWEET PUMPKIN PATCH!

Dialog: M: VARMIN -
(PB) VARMINTS -

Action: - PB JUMPS TO HER FEET, PAN w/ PB RISING.

FEB 04 2015

Timing:

EPISODE # 1034-208

1034/208

Production:

ADVENTURE TIME



Page **55**

Sc. **42**

Pnl. **A**

Bg.

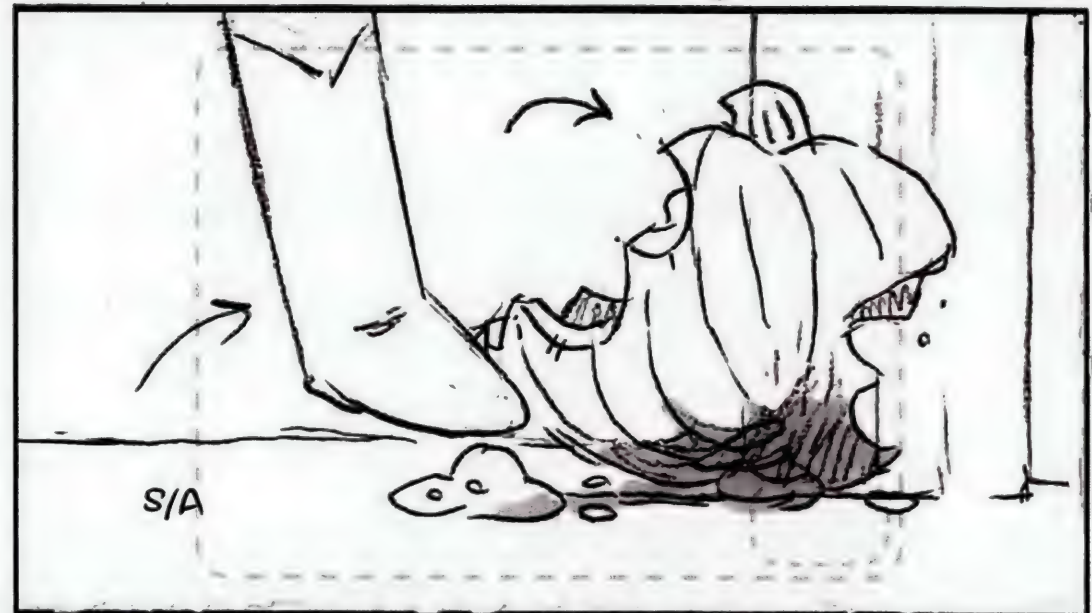
day night



Sc. **42 cont** Pnl. **B**

Bg.

day night



Dialog:

PB: ^(O/S) EVERY
DANG NIGHT

Action:

PB: AFTER ALL MY
SWEET BIO-
ENGINEERING?

SFX: * TMP *

FEB 04 2015

Timing:

-PB ROLLS OVER PUMPKIN
WITH BOOT

EPISODE # 1034-208

1034/208

Production:

1034/208

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ADVENTURE TIME

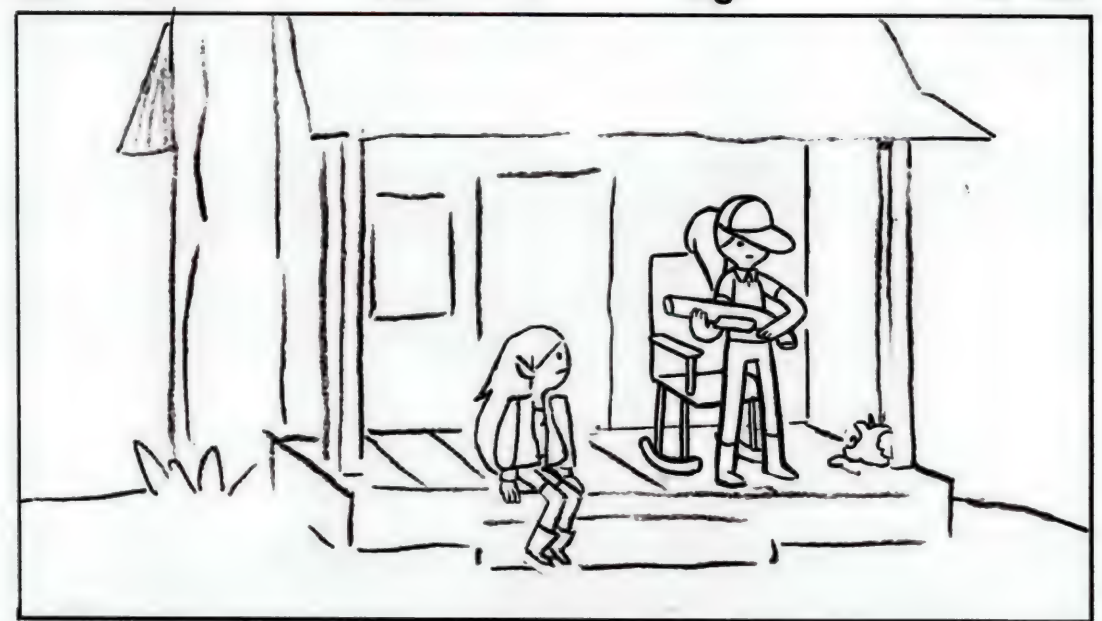


Handwritten: No Cuts

Sc. **43** Pnl. **A** Bg. day night



Sc. **44** Pnl. **A** Bg. day night



Dialog:	<p>(MUTTERING) <u>PB</u>: THE <u>NERVE</u> OF THESE VARMINTS</p>	<p>(WITH FINALITY) <u>PB</u>: NOT <u>TONIGHT</u>.</p>
Action:	<p>-PB IS LIVID</p>	<p>-PB SEETHES.</p>
Timing:		

FEB 04 2015

1034/208

EPISODE # 1034-208

1034/208

Production:

1034, 208

ADVENTURE TIME

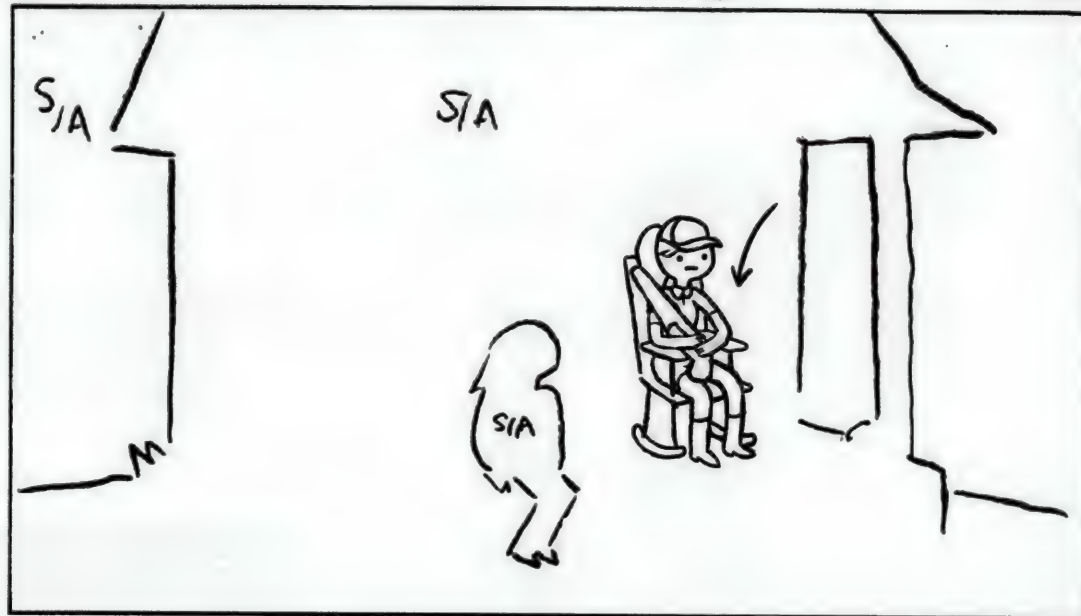


Page **57**

Sc. **44 cont** Pnl. **B**

Bg.

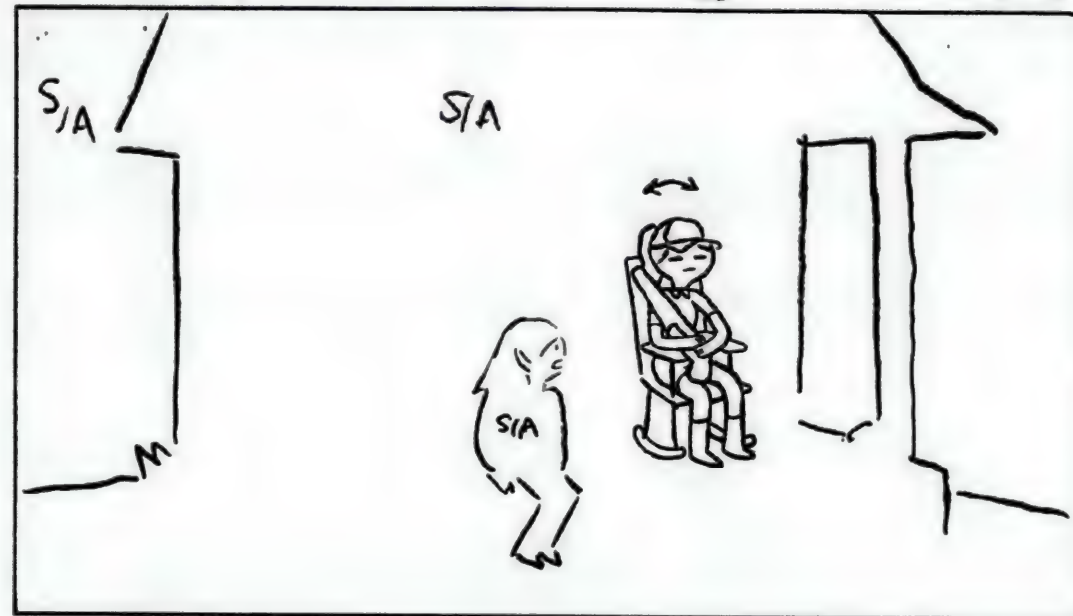
day night



Sc. **44 cont** Pnl. **C**

Bg.

day night



Dialog:

M: SO HOW LONG YOU
GONNA SIT OUT HERE ...

Action:

- PB SITS DOWN
IN ROCKING CHAIR.

FEB 04 2015

Timing:

EPISODE # **1034-208**

1034/208

Production:

1034/208

ADVENTURE TIME



Page **58**

Sc. **44 cont** Pnl. **D**

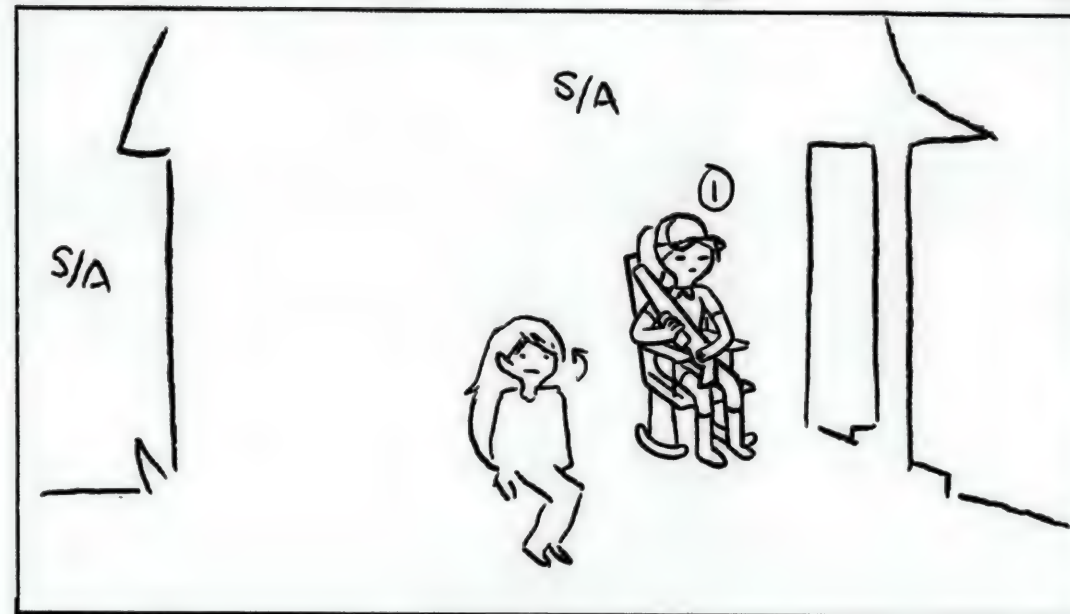
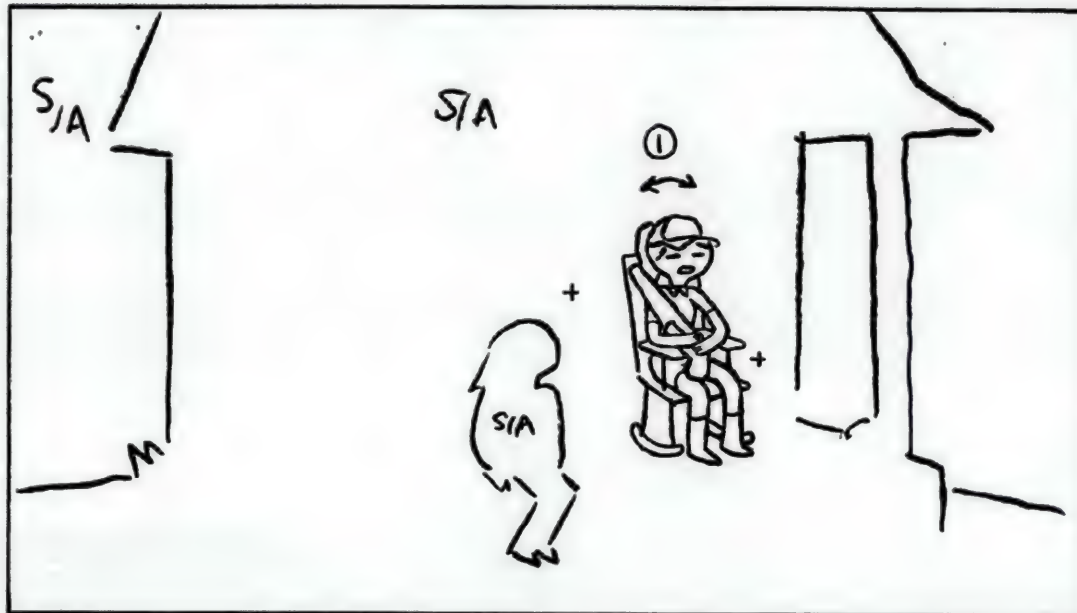
Bg.

day night

Sc. **44 cont** Pnl. **E**

Bg.

day night



Dialog:

PB: LONG AS IT
TAKES...

SFX: *^②CHK-CHK^③.*

FEB 04 2015

Action:

-PB COCKS VARMINT GUN.

Timing:

CYCLE:
①, ②, ①, ② ect



EPISODE # 1034-208

Production:

1034/208

ADVENTURE TIME



Page **59**

Sc. **44 CONT** Pnl. **F**

Bg.

day night

Sc. **44 CONT** Pnl. **G**

Bg.

day night



Dialog:

(FORCING ENTHUSIASM)
M: AWRIGHT YEAH, LET'S
 GET THESE VARMINTS!

PB/ Um... yeah...

FEB 04 2015

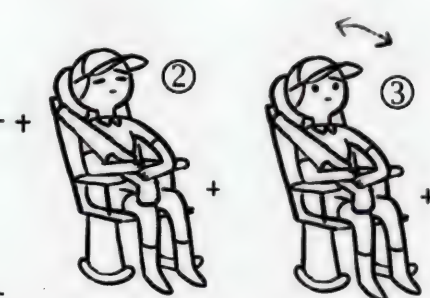
Action:

- M. CLENCHES FISTS.

- PB + M SIT AND WAIT

- PB GLANCES AT M.

Timing:



*cut
w/ 10:55
post*

1034-208

EPISODE #

1034/208

Production:

1034/208

1034/208

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Cut w/ X DISS
w/ post

ADVENTURE TIME



Cut
w/ X DISS
w/ post

Page 60

Sc. 45 Pnl. H Bg. day night



Sc. 46 Pnl. I Bg. day night



Dialog:

SFX: [CRICKETS]

FEB 04 2015

Action:

DISSOLVE

- CU of PUMPKIN PATCH

DISSOLVE

- DISSOLVE TO WIDE SHOT
of CABIN.

Timing:

HW
cut

EPISODE # 1034-208

1034/208

Production:

1034/208

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HO
Cort

ADVENTURE TIME



Sc. 47 Pnl. A Bg. day night



Sc. 47 cont. Pnl. B Bg. day night



Dialog:	...	M: *PBBBBB* SFX: *PT-PT-PT*	②
Action:		- M. PATS CHEEKS	
Timing:		CYCLE: ①, ②, ①, ② ect.	



EPISODE # 1034-208

1034/208

Production:

1034/208

ADVENTURE TIME



Page 62

Sc.

Pnl.

Bg.

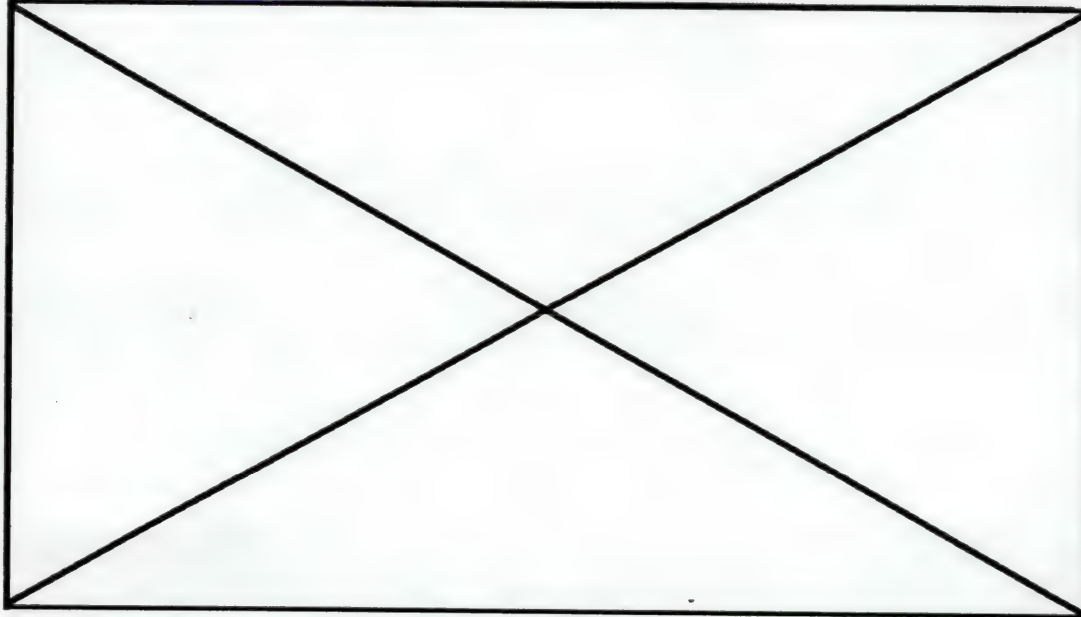
day night

Sc.

4 7 ~~cont~~ Pnl. C

Bg.

day night



Dialog:

M: THESE MUST BE
PRETTY GOOD
PUMPKINS, HUH.

Action:

FEB 04 2015

Timing:

1034-208

EPISODE #

1034/208

Production:

1034/208

ADVENTURE TIME



Sc. 48 Pnl. A Bg. day night



Sc. 48 cont Pnl. B Bg. day night



Dialog:	<u>PB</u> : THEY'RE CITIZENS OF MY ...	<u>PB</u> : <u>GARDEN</u> . <u>KINGDOM</u> .
Action:		
Timing:		

FEB 04 2015

1034/208

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ADVENTURE TIME



Sc. 4 8 *cont* Pnl. C Bg. day night



Sc. 4 8 *cont* Pnl. D Bg. day night



Dialog:	PB/ 100% loyal garden citizens.
Action:	
Timing:	

FEB 04 2015

EPISODE # 1034-208
1034/208
Production:

ADVENTURE TIME



Page 65

Sc. 48 CONT Pnl. E

Bg.

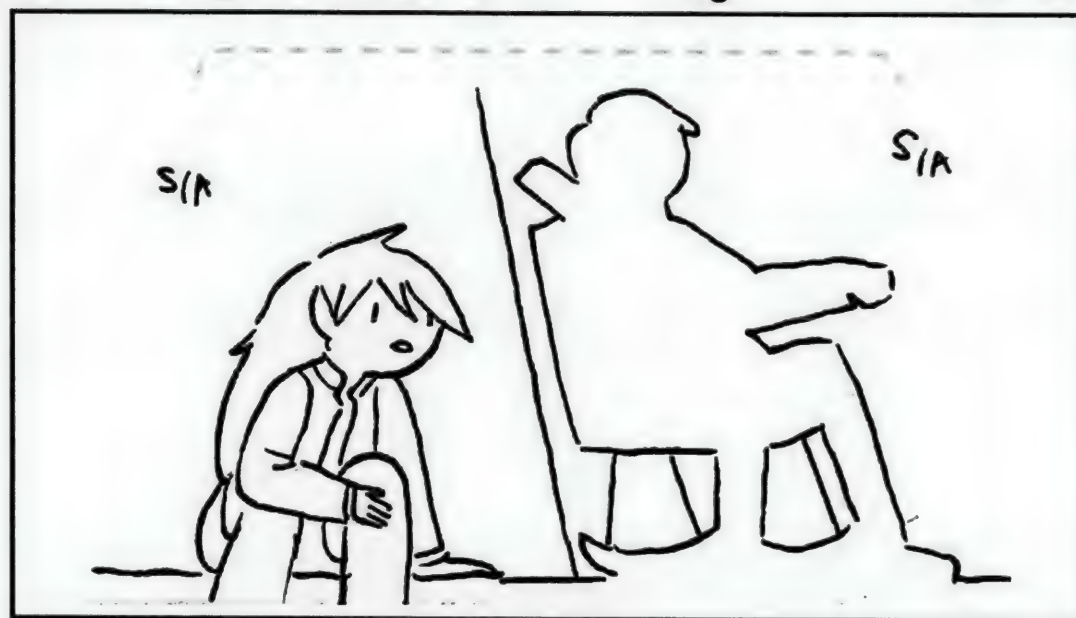
day night



Sc. 48 CONT Pnl. F

Bg.

day night



Dialog:

M/ Ha, that reminds me. So I was in the Grocery Kingdom last Sunday--

M: 'CAUSE FREE SAMPLE'S, Y'KNOW

Action:

FEB 04 2015

Timing:

EPISODE # 1034-208

Production:

1034/208

1034/208

1034/208

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ADVENTURE TIME



Page 66

Sc. 49 Pnl. A Bg. day night



Sc. 49 cont Pnl. B Bg. day night



Dialog:

M: AND THEY HAD THESE
SHRIMP COCKTAIL DEALIES?

M: - SO GOOD -

Action:

FEB 04 2015

Timing:

EPISODE #

Production:

1034-208

1034/208

1034/208

ADVENTURE TIME



Page 67

Sc. 49 cont Pnl. C

Bg.

day night



Sc. 49 cont Pnl. D

Bg.

day night



Dialog:

M: I WAS SUCKING THE
SAUCE OFF 'EM AND
HUCKING THE SHRIMP
AT THE CEILING...

Action:

M: I KEPT GOIN'
BACK FOR MORE AND
MORE SAMPLES

FEB 04 2015

Timing:

EPISODE #

1034-208

1034/208

Production:

1034/208

ADVENTURE TIME



Sc. 50

Pnl. A

Bg.

day night



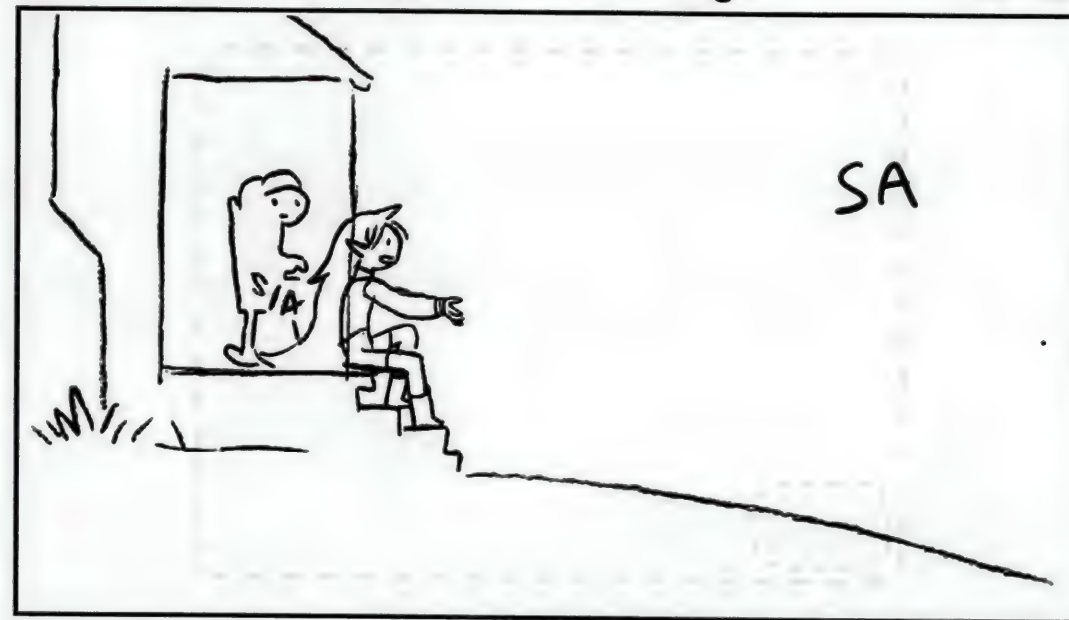
Sc.

50 cont B

Pnl. B

Bg.

day night



Dialog:

M: I COULDN'T
HELP MYSELF.!

M/ I don't know man. The shrimp
must have gone bad or something.

Action:

FEB 04 2015

Timing:

EPISODE # 1034/208

Production:

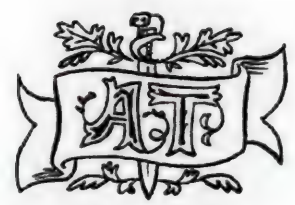
1034/208

1034/208

1034/208

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ADVENTURE TIME



Sc. 51 Pnl. A Bg. day night



Sc. 51 ~~cont~~ Pnl. B Bg. day night



Dialog:	<u>M</u> : (o/s) 'CAUSE ALL THAT RED CAME RIGHT BACK UP...
Action:	-PB LOOKS GROSSED-OUT
Timing:	

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Production:

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1034/208

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ADVENTURE TIME



Sc. 52 Pnl. A Bg. day night



Sc. 52 ^{cont} Pnl. B Bg. day night



Dialog:

M: STILL INVISIBLE AND
YAKKING RED ALL DOWN
THE PRODUCE AISLE

Action:

M: IT WAS AWESOME

Timing:

FEB 04 2015

EPISODE # 1034-208

1034/208

Production:

1034/208

ADVENTURE TIME



Sc. 53

Pnl. A

Bg.

day night



Sc.

53

Pnl. B

Bg.

day night



Dialog:

PB/ Heh, Heh! Hey remember that one time--

SFX: (OFF/T)

* RUSTLING *

FEB 04 2015

Action:

Timing:



- PB TURNS UPON HEARING SOUND

Production:

1034/208

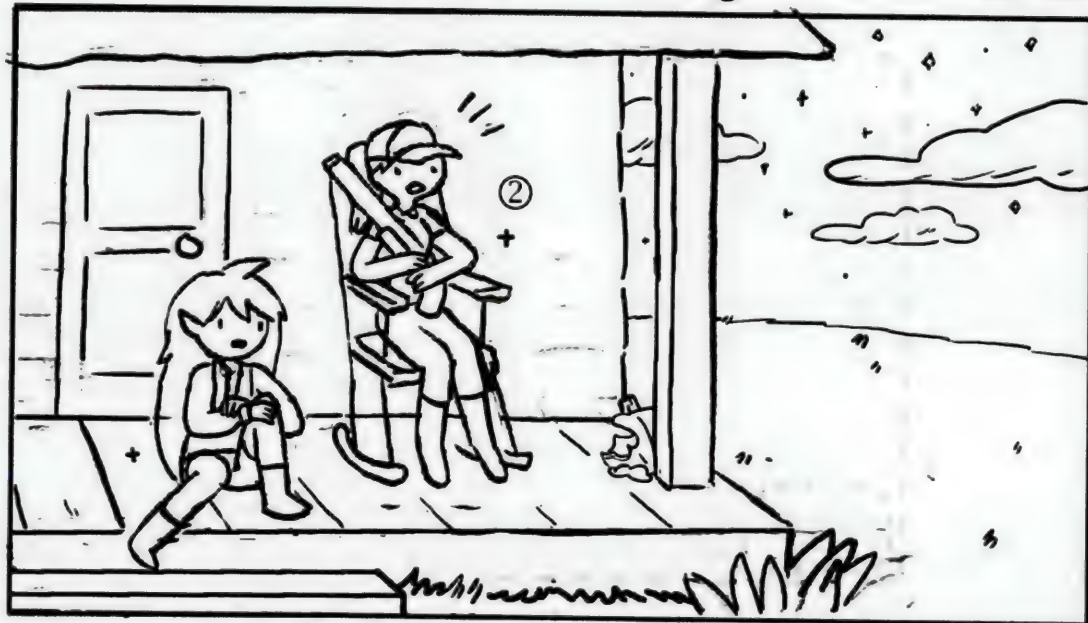
1034/208

1034-208

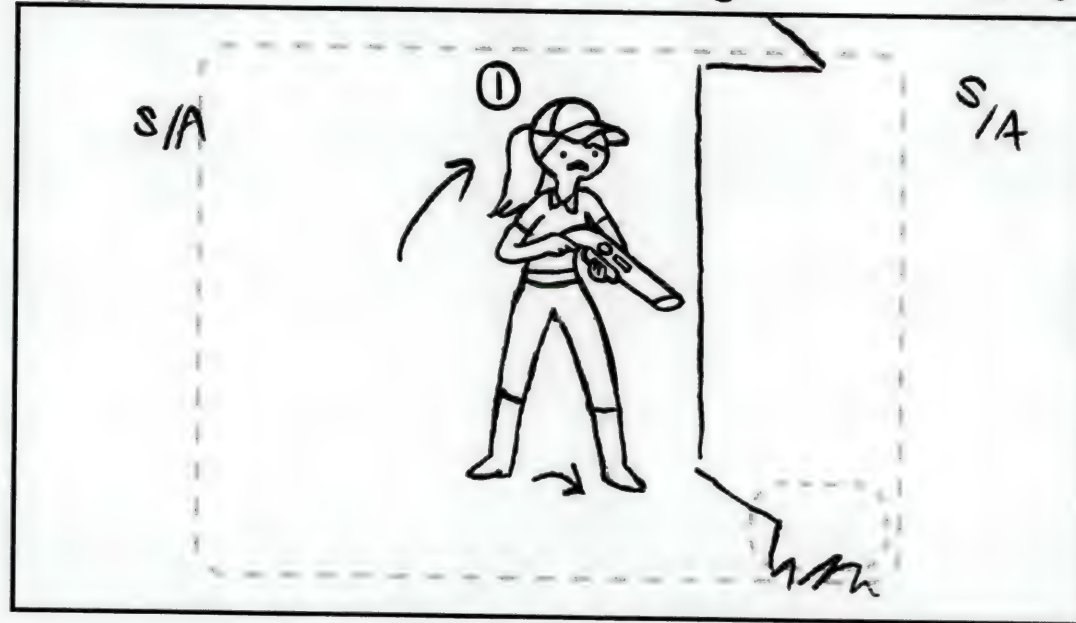
ADVENTURE TIME



Sc. **54** Pnl. **A** Bg. day night



Sc. **54 cont** Pnl. **B** Bg. day night



Dialog: SFX: *CHOMP*
PB: [SMALL GASP]

Action:

Timing:



SFX: *CH-CHKK*

FEB 04 2015

- PB LEAPS TO HGR FEET.



EPISODE # 1034-208

1034/208

Production:

ADVENTURE TIME

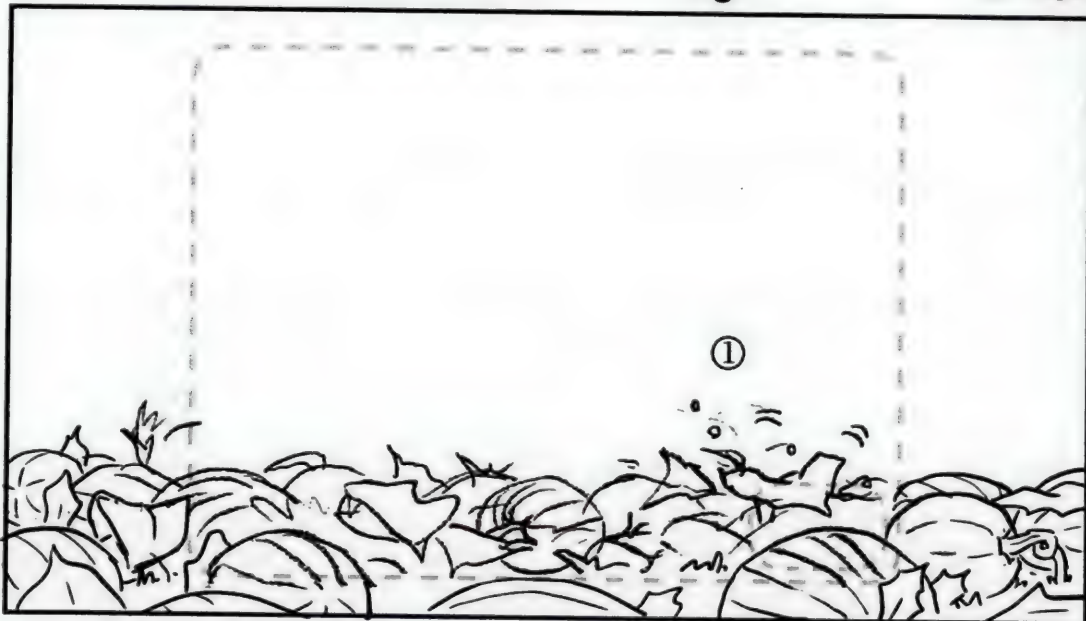


Sc. **SS**

Pnl. **A**

Bg.

day night

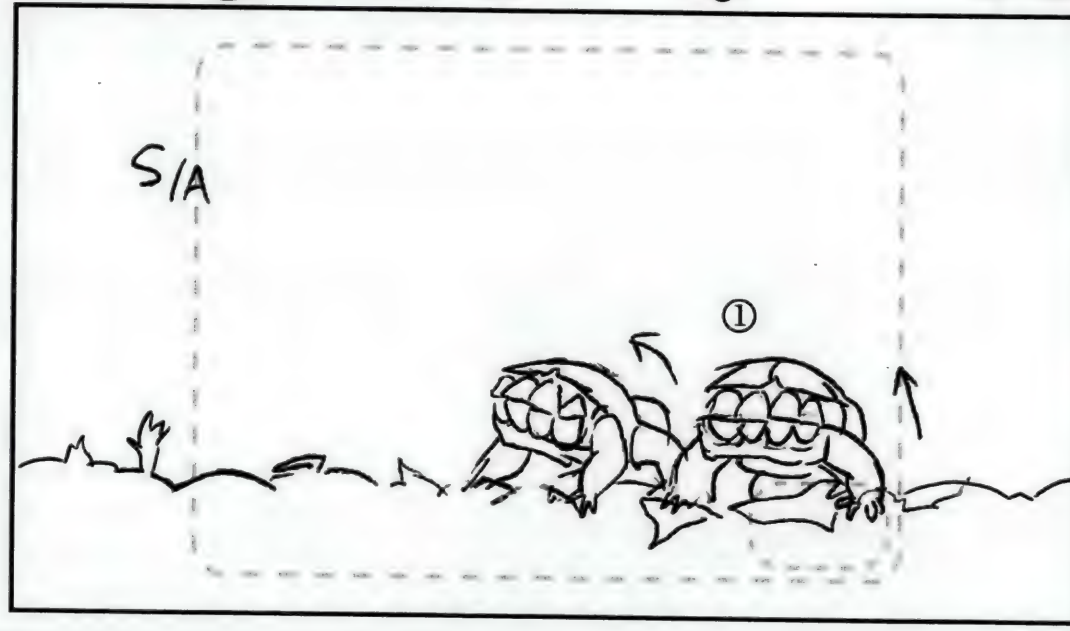


Sc. **SS cont**

Pnl. **B**

Bg.

day night



Dialog:

SFX: * RUSTLING *
MUNCHING

PB: (O/S) **HEY!**

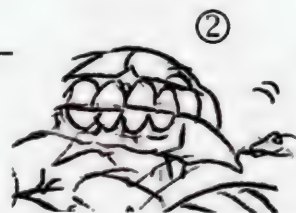
VARMINTS : HSS?

FEB 0 4 2015

Action:

- SECTION OF PUMPKIN VINES RUSTLING.

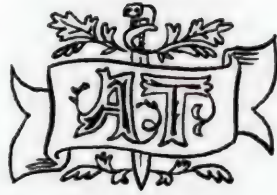
Timing:



- VARMINT APPEARS



ADVENTURE TIME



Page 74

Sc. 56

Pnl. A

Bg.

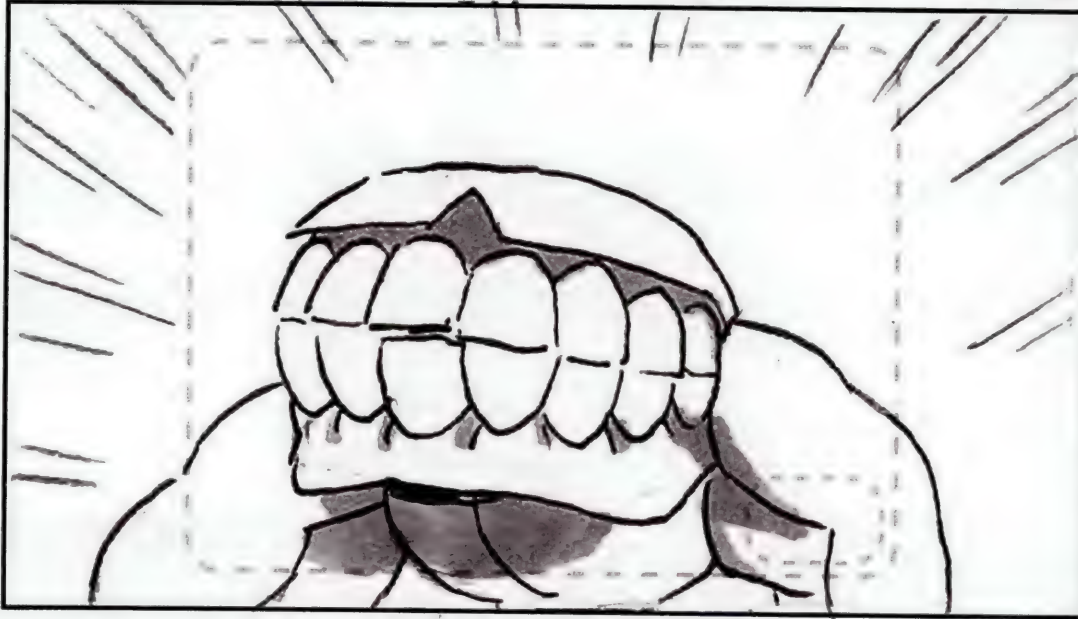
day night

Sc. 56 cont

Pnl. B

Bg.

day night



Dialog:

SFX: ≡ HORROR ≡
STING

VARMINT: HSSSS!

Action:

- GROSS C/U of VARMINT.

- VARMINT GESTURES MENACINGLY.

Timing:

FEB 04 2015

Production:

EPISODE #

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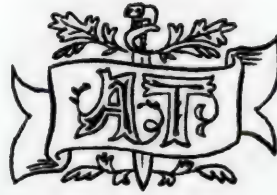
1034/208

1034/208

1034/208

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ADVENTURE TIME

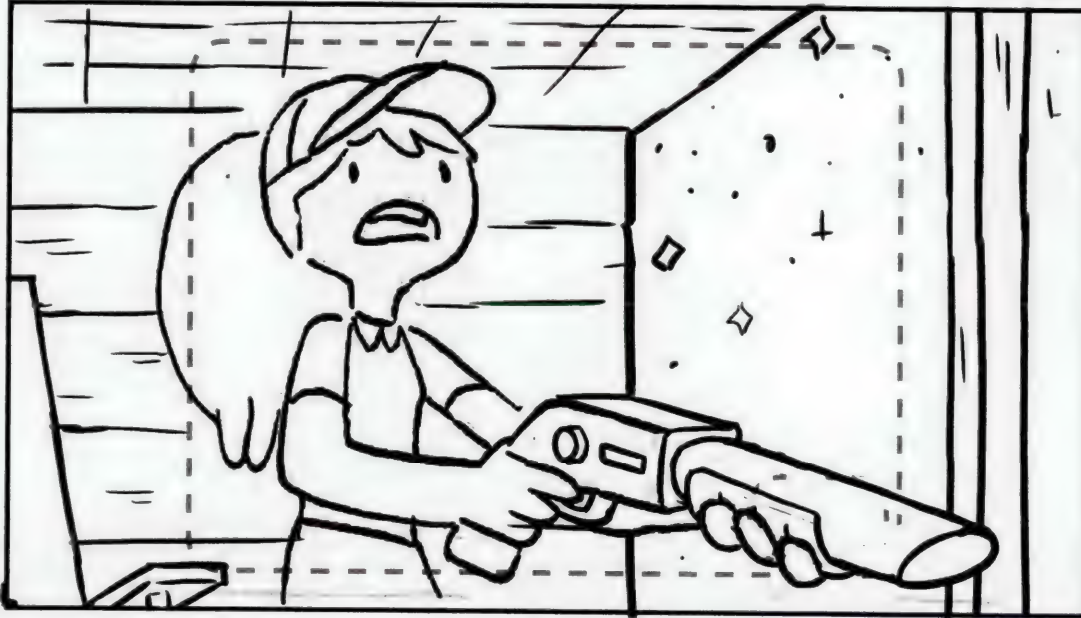


Sc. 57

Pnl. A

Bg.

day night



Sc.

57 cont

Pnl. B

Bg.

day night



Dialog:

PB: VARMINTS!

Action:

-PB RAISES GUN.

FEB 04 2015

Timing:

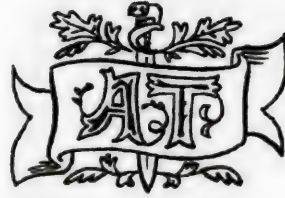
EPISODE # 1034-208

1034/208

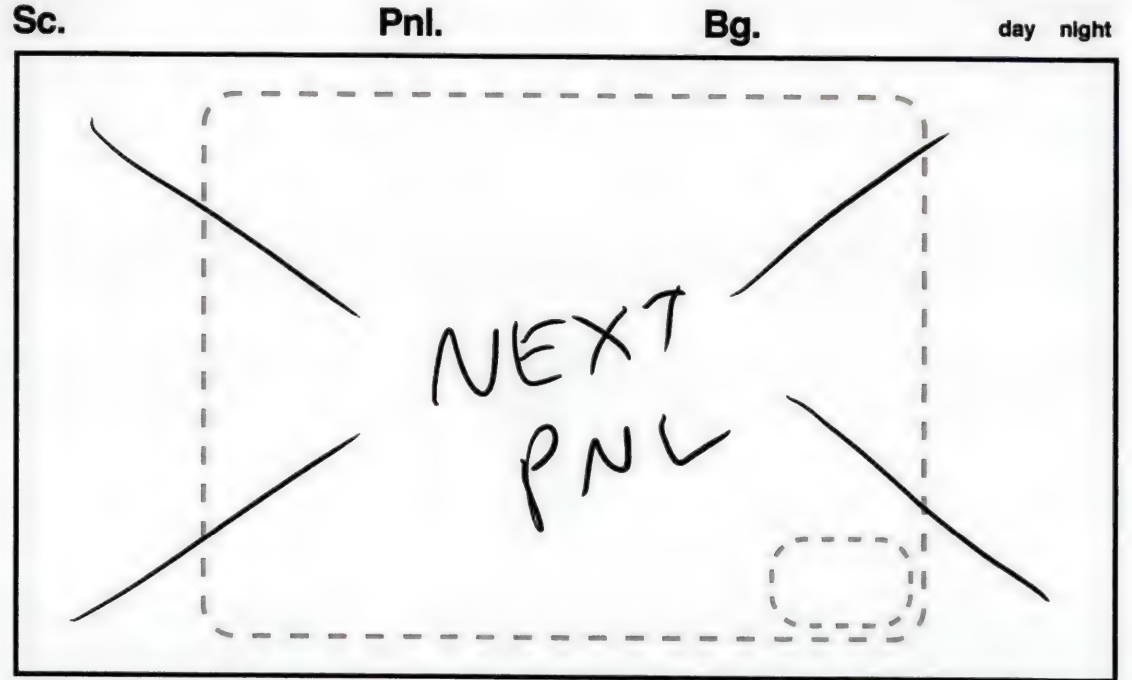
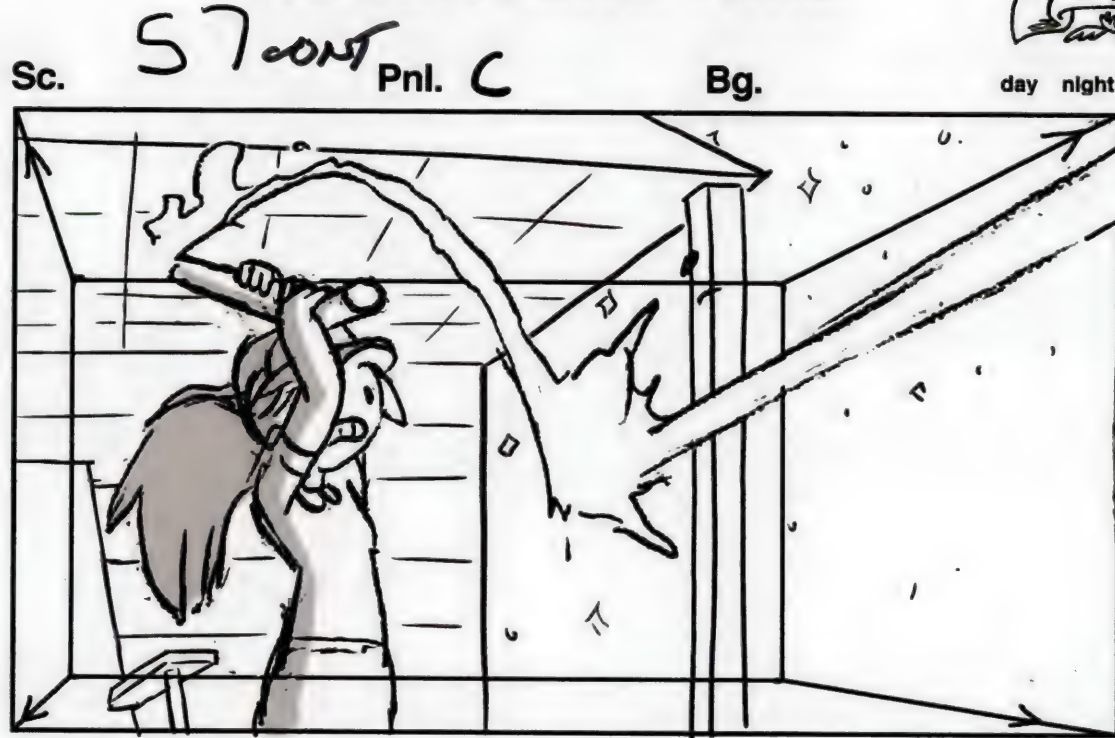
Production:

1034/208

ADVENTURE TIME



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Dialog:

SFX: * BLAM! *

Action:

- MASS RECOIL FROM FIRING.
- TRUCK OUT W/ BLAST

FEB 04 2015

Timing:

1034-208

EPISODE #

1034/208

Production:

1034/208

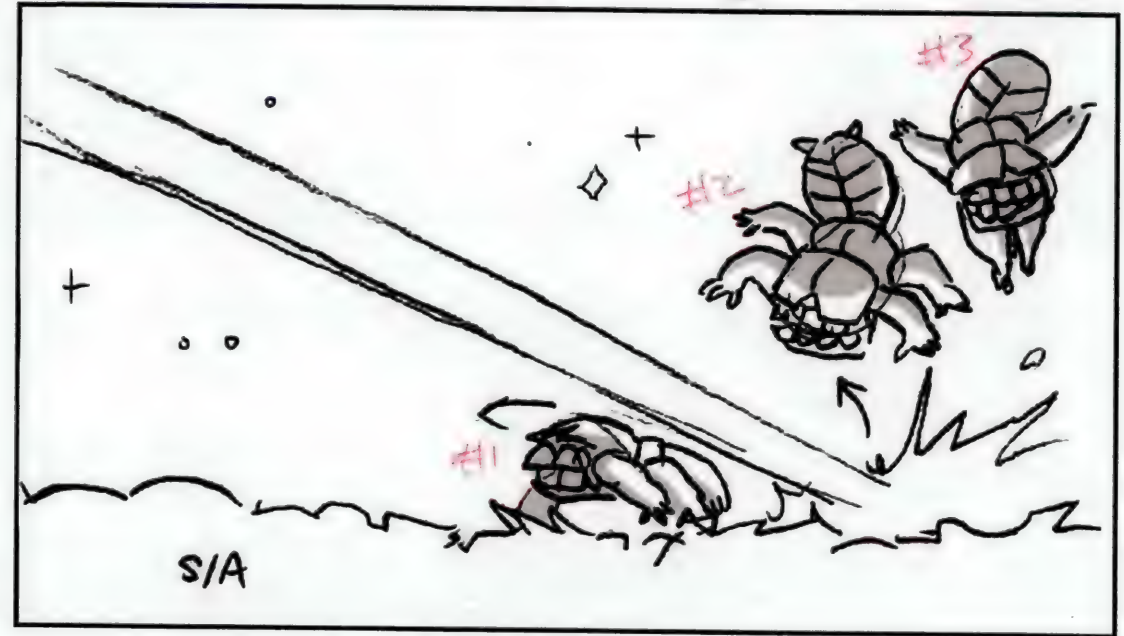
ADVENTURE TIME



Sc. 58 Pnl. A Bg. day night



Sc. 58 CONT Pnl. B Bg. day night



Dialog:

SFX: *CHUUU!*

Action:

- VARMINTS DODGE ACROBATICALLY

Timing:

FEB 04 2015

1034/208

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EPISODE #

1034/208

Production:

1034/208

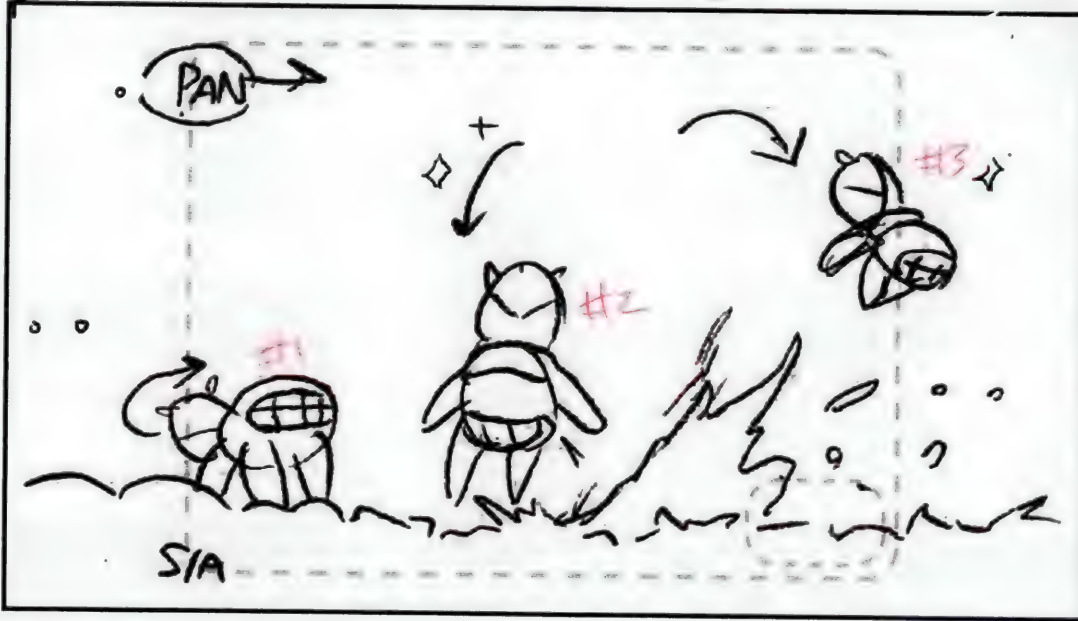
ADVENTURE TIME



Sc. 58 *cont* Pnl. C

Bg.

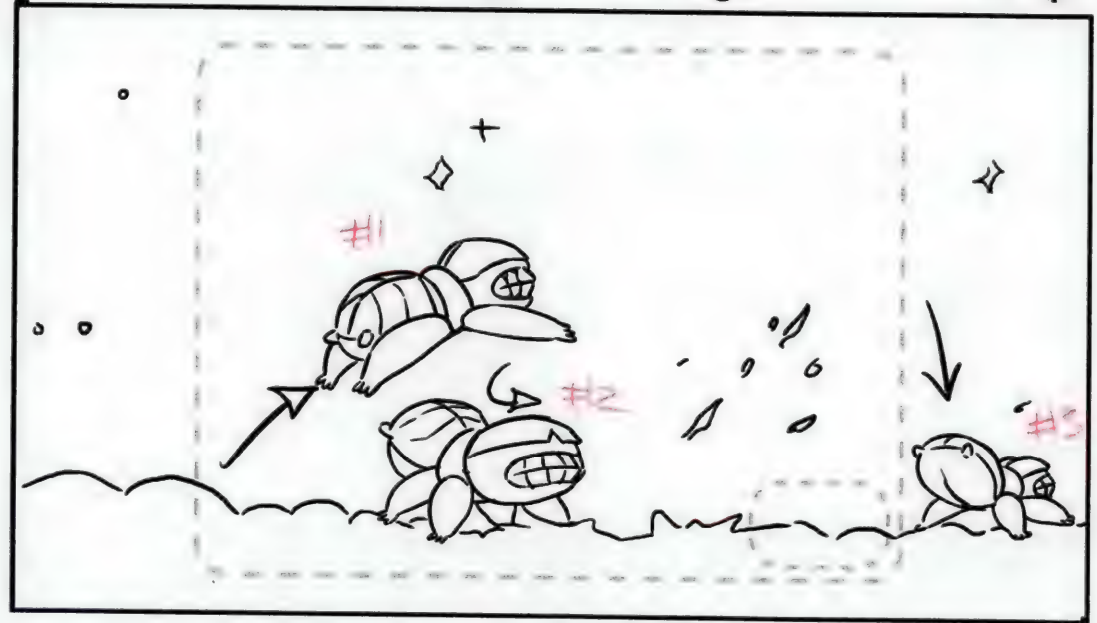
day night



Sc. 58 *cont* Pnl. D

Bg.

day night



Dialog:

SFX: * SKITTERING AWAY *

Action:

- VARMINTS HOP AND SKITTER AWAY ,
- BLAST DISSIPATES

FEB 04 2015

Timing:

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EPISODE # 1034-208

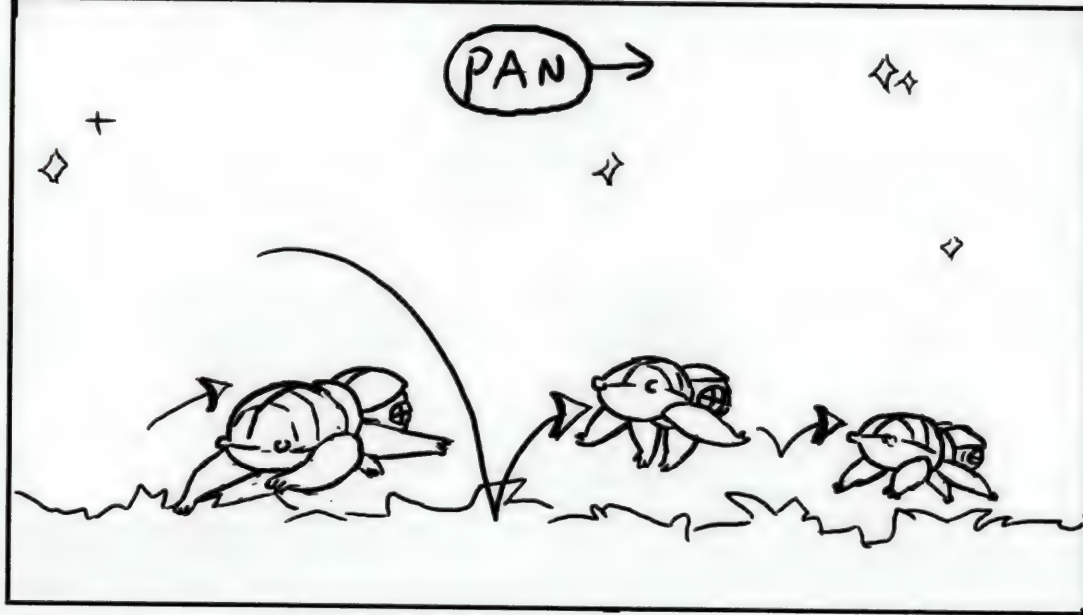
1034/208

Production:

ADVENTURE TIME



Sc. 58 CONT Pnl. E Bg. day night



Sc. 58 CONT Pnl. F Bg. day night Page 79



Dialog:
Action:
Timing:

- VARMINTS HEAD TOWARDS FOREST

FEB 0 4 2015

1034-208

EPISODE #

1034/208

Production:

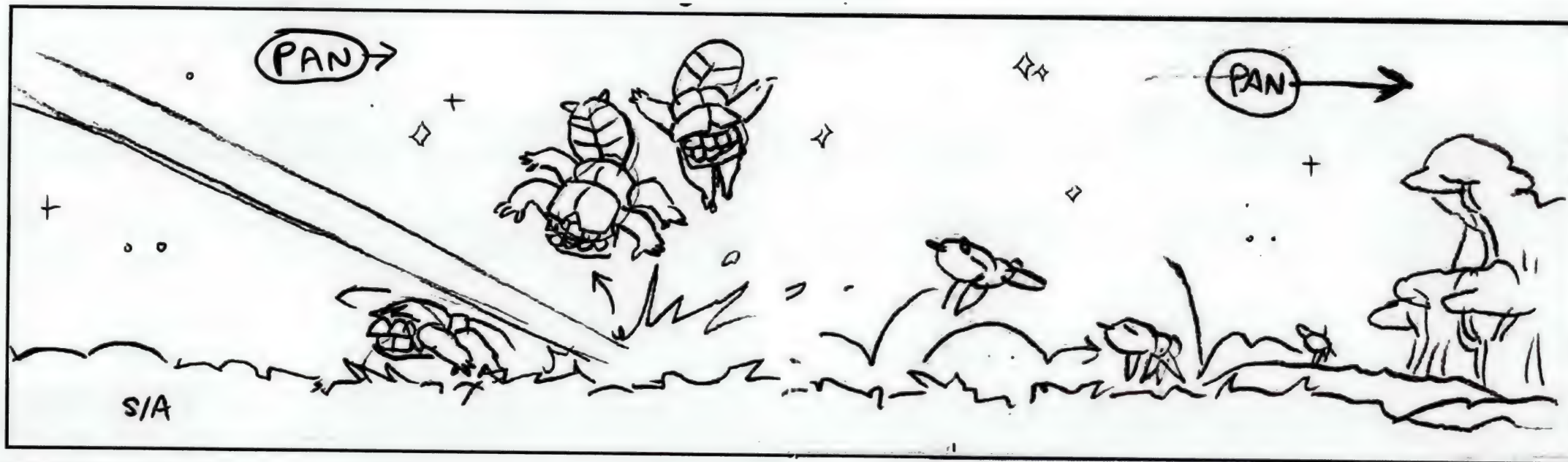
REFERENCE ONLY.

ADVENTURE TIME

REF. FOR SC. 58



Page 80



Dialog:

Action:

Timing:

FEB 04 2015

1034-208

EPISODE #

1034/208

Production:

1034/208

ADVENTURE TIME



Sc. 59

Pnl. A

Bg.

day night



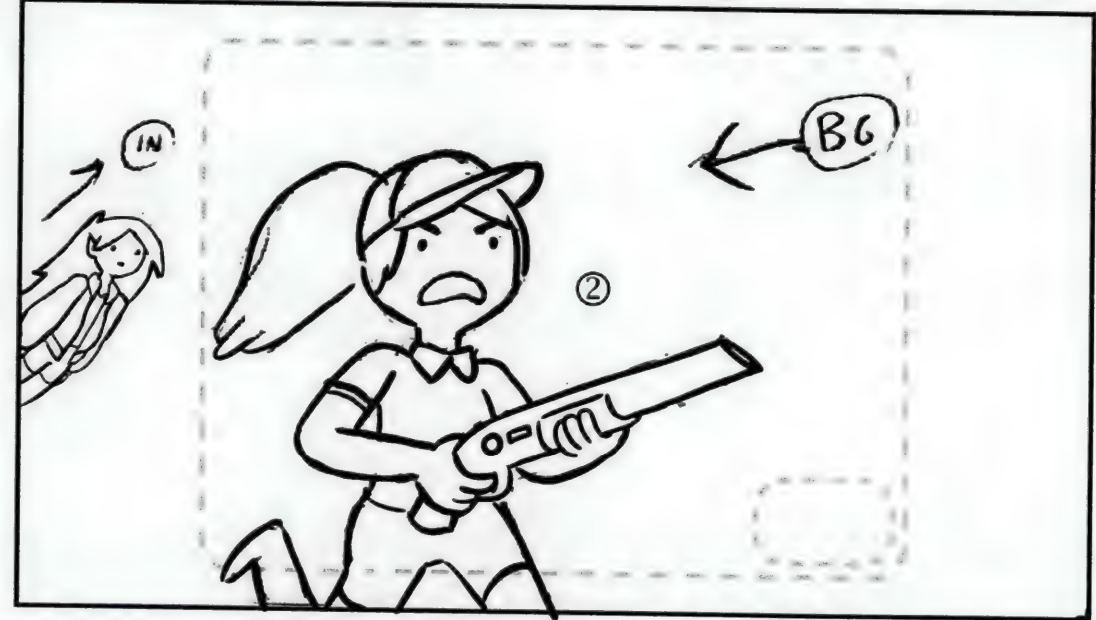
Sc. 59

cont Pnl. B

Bg.

Page 81

day night



Dialog:

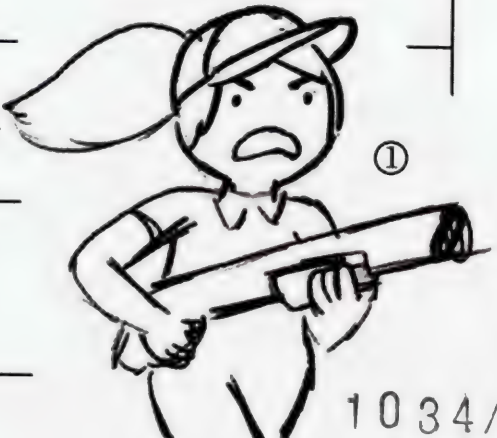
Action:

Timing:

PB: AFTER THEM!

FEB 04 2015

- PB RUNS
- M. FLIES ON/S.



EPISODE # 1034-208

1034/208

Production:

1034/208

ADVENTURE TIME



Page **82**

Sc. **59 CONT** Pnl. **C**

Bg.

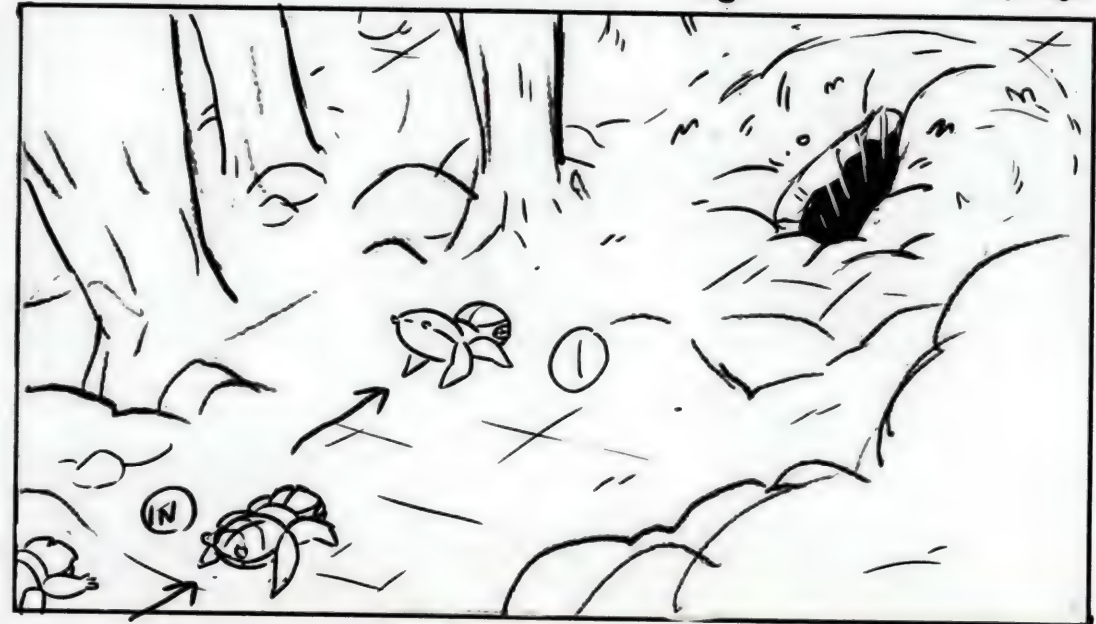
day night

Sc. **60**

Pnl. **A**

Bg.

day night



Dialog:

Action:

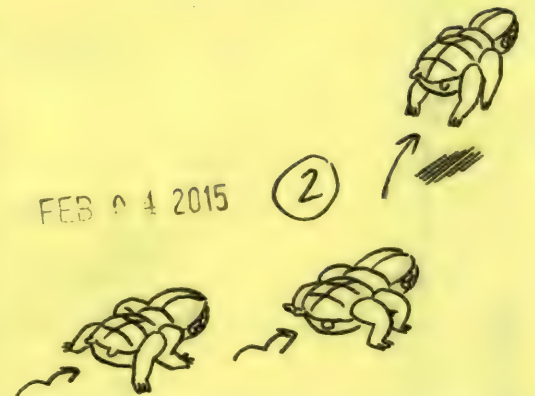
-PB RUNS OFF.

Timing:



SFX: * SKITTERING *

-VARMINTS HEAD FOR HOLE



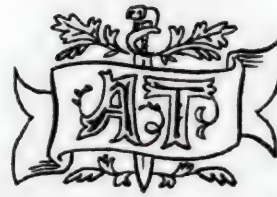
1034/208

EPISODE # 1034-208

1034/208

1034/208

ADVENTURE TIME

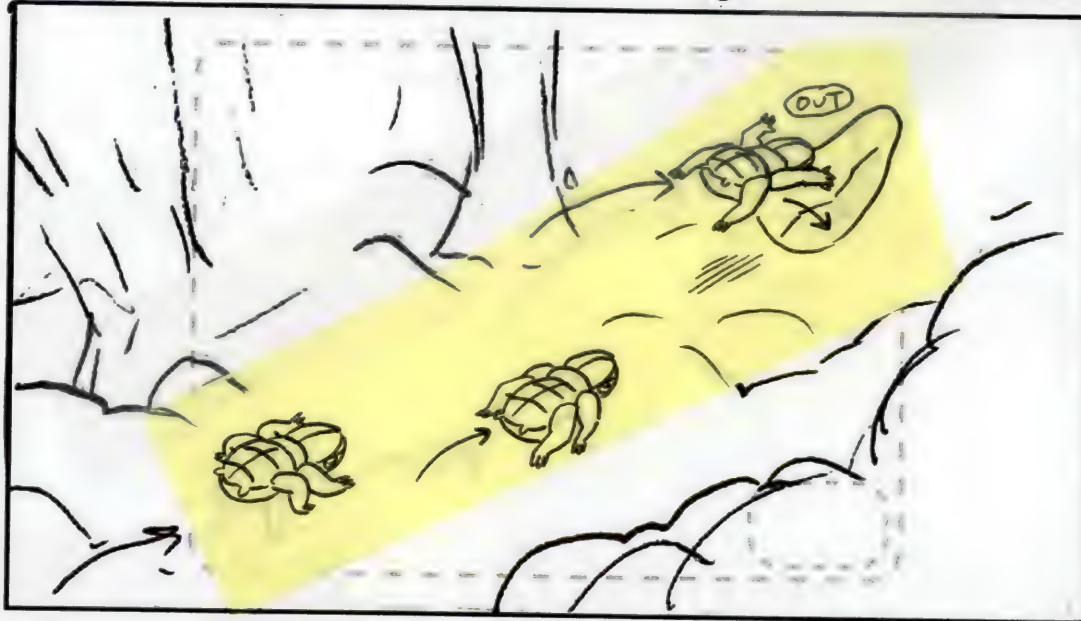


Page 83

Sc. 60 cont Pnl. B

Bg.

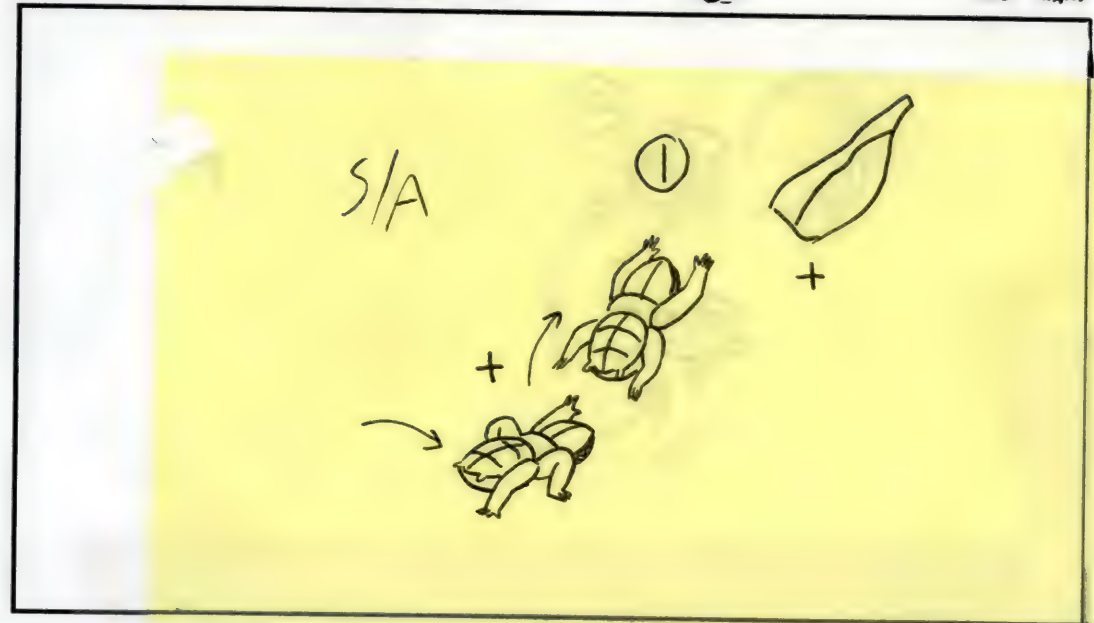
day night



Sc. 60 cont Pnl. C

Bg.

day night



Dialog:

SFX: * SKITTERING *

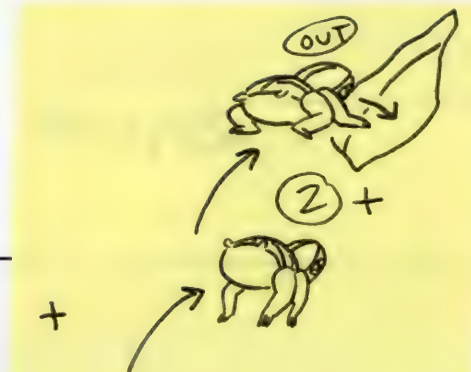
Action:

- 1st VARMINT ESCAPES

- 2ND VARMINT ESCAPES

Timing:

FEB 04 2015



EPISODE # 1034-208

1034/208

Production:

1034/208

1034/208

ADVENTURE TIME



Page 84

Sc. 61

Pnl. A

Bg.

day night

Sc. 61 ~~CONT~~ Pnl. B

Bg.

day night



Dialog:

PB: VARMINT HOLE!!

FEB 0 4 2015

Action:

← CYCLE →

Timing:

Bi-PAC
PB w/ slight
T-E
level

EPISODE # 1034-208

1034/208

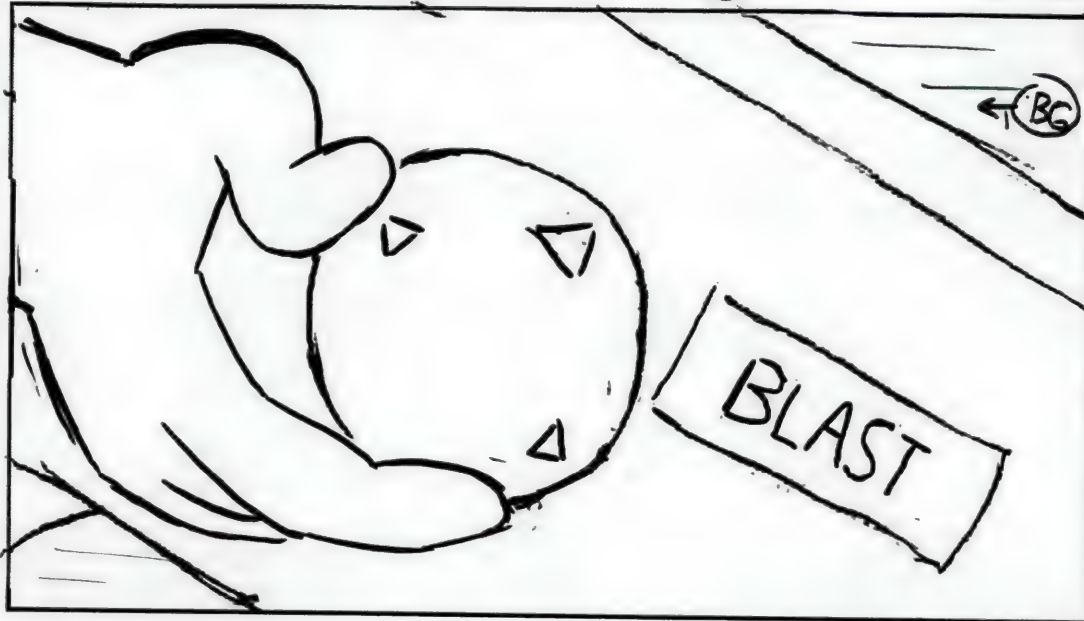
Production:

1034/208

ADVENTURE TIME



Sc. 62 Pnl. A Bg. day night



Sc. 62 CONT Pnl. B Bg. day night



Dialog:

SFX: 'CLIK' *

FEB 04 2015

Action:

- C/U of VARMIN T GUN.

- CU of DB SWITCHING
MODE TO "BATTERY" SETTING.

Timing:

1034-208

EPISODE #
1034/208

Production:

ADVENTURE TIME



Sc. 63

Pnl. A

Bg.

day night

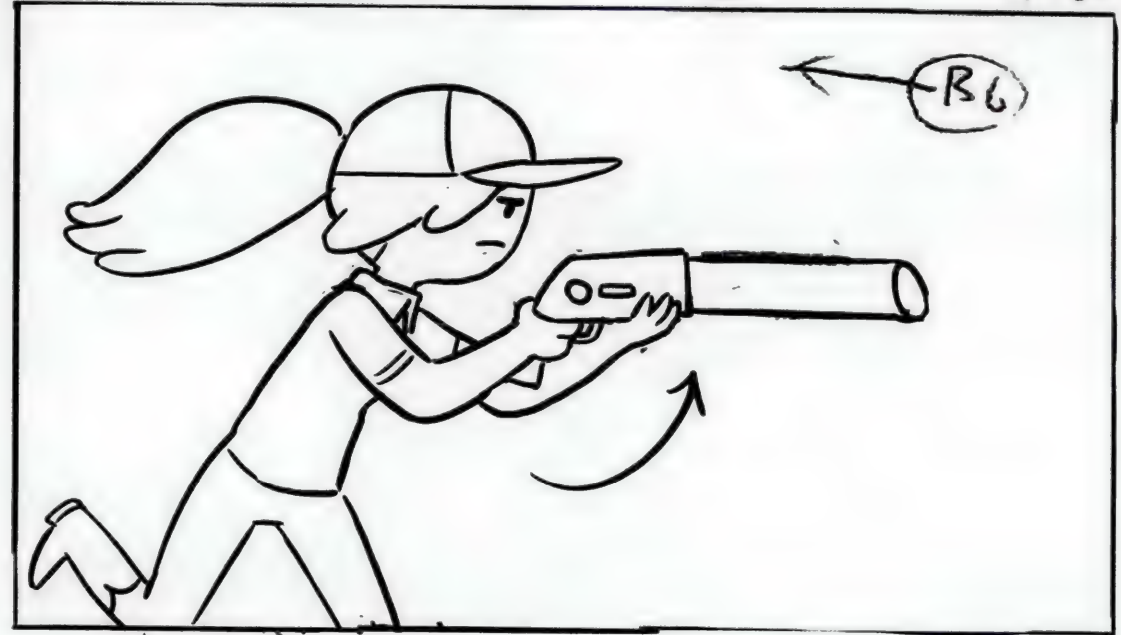
Sc.

63 cont

Pnl. B

Bg.

Page 86
86A NEXT
day night



Dialog:

PB NUH-UH!

Action:

CYCLE
①, ② REPEAT.

Timing:



multiple pan levels

FEB 04 2015



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Production:

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ADVENTURE TIME



Sc. 63 CONT Pnl. C

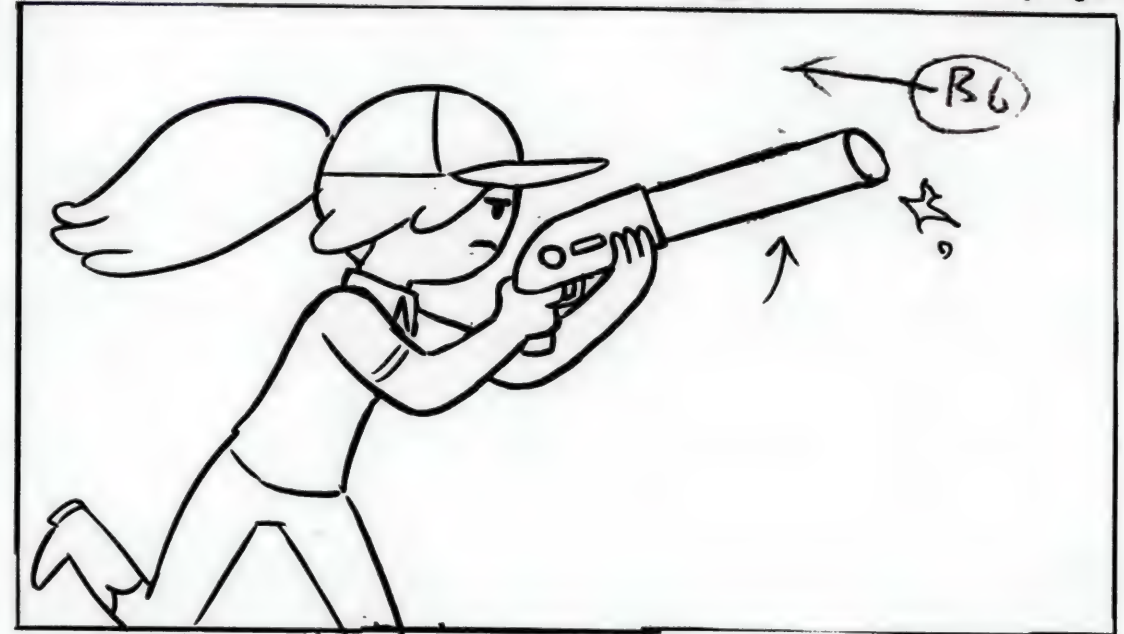
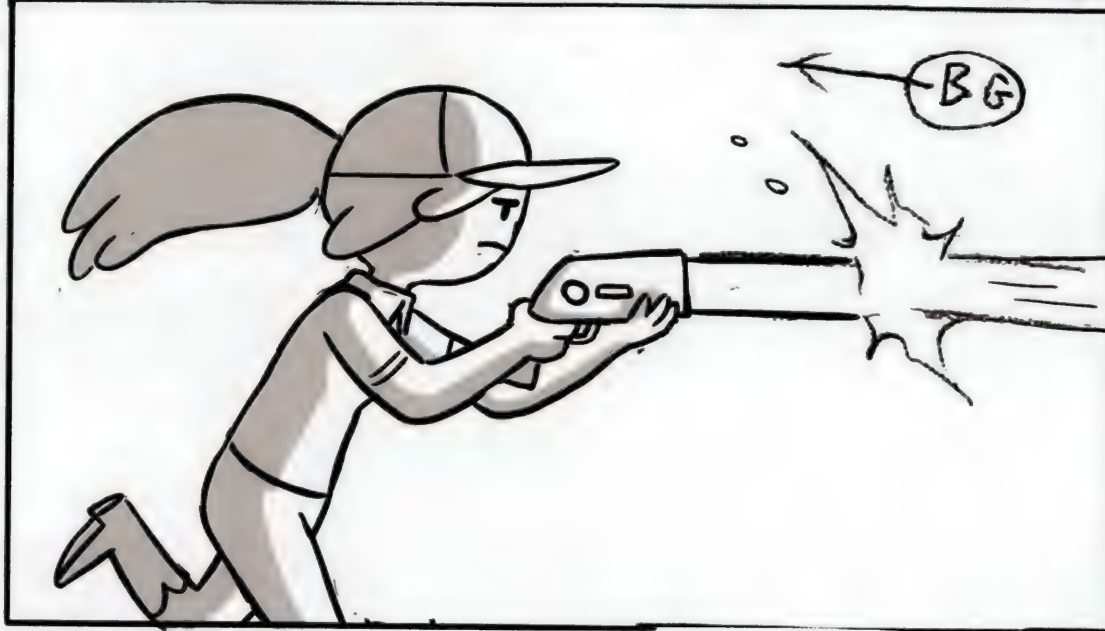
Bg.

day night

Sc. 63 CONT Pnl. D

Bg.

Page 86A
87 NEXT
day night



Dialog:

SFX: *BLAM*

FEB 04 2015

Action:

-PB FIRES BLAST.

Timing:

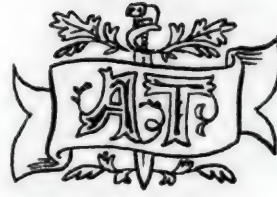
EPISODE # 1034-208

1034/208

Production:

1034/208

ADVENTURE TIME



Page **87**

Sc. **64**

Pnl. **A**

Bg.

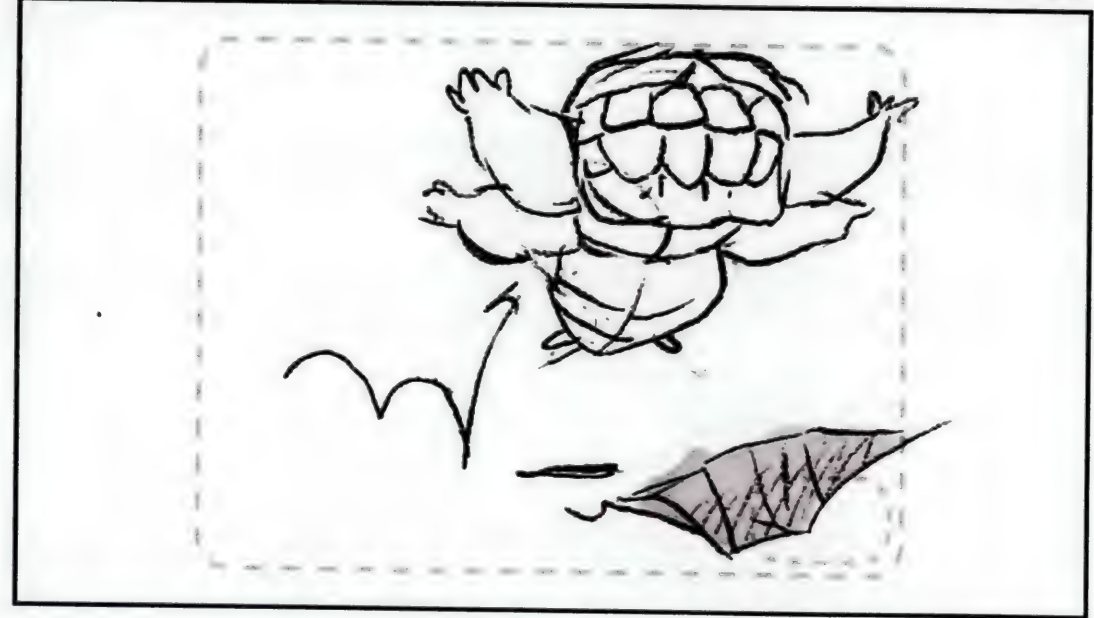
day night



Sc. **64 cont.** Pnl. **B**

Bg.

day night



Dialog:

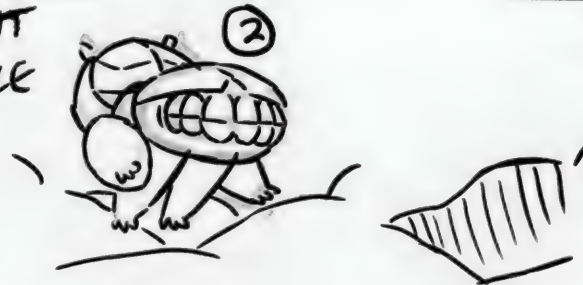
FEB 04 2015

Action:

- GLOPPING VARMIN
HEADED TOWARDS HOLE

Timing:

- LAST VARMIN DIVES GRACEFULLY
TOWARDS HOLE



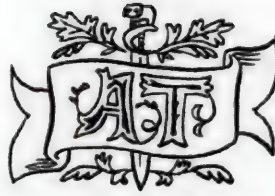
EPISODE # **1034-208**
1034/208

Production:

1034/208

1034/208

ADVENTURE TIME

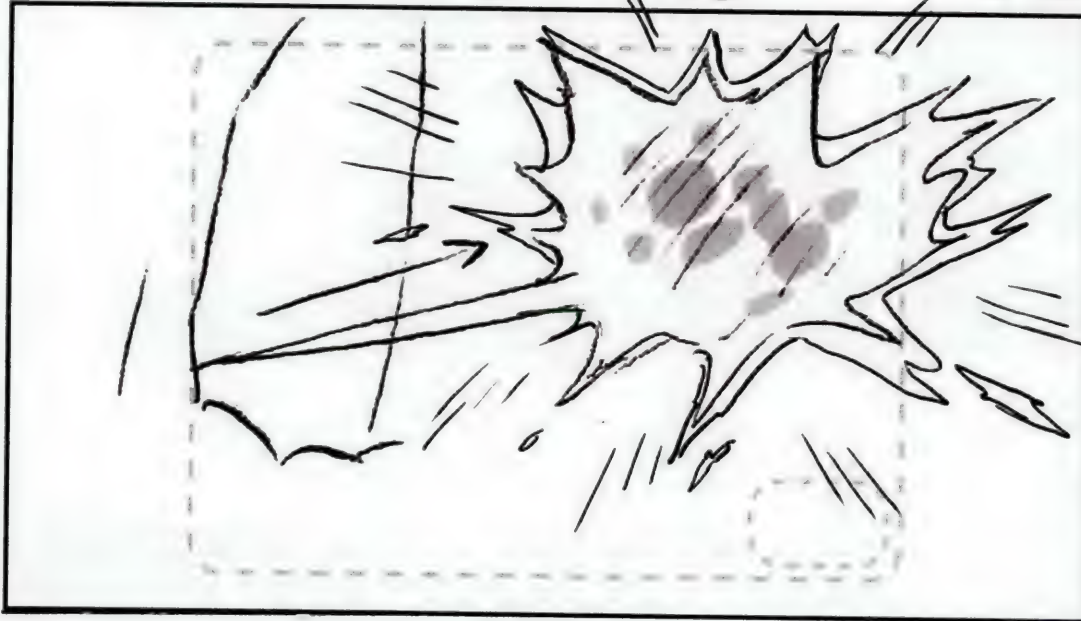


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Sc. 64 cont Pnl. C

Bg.

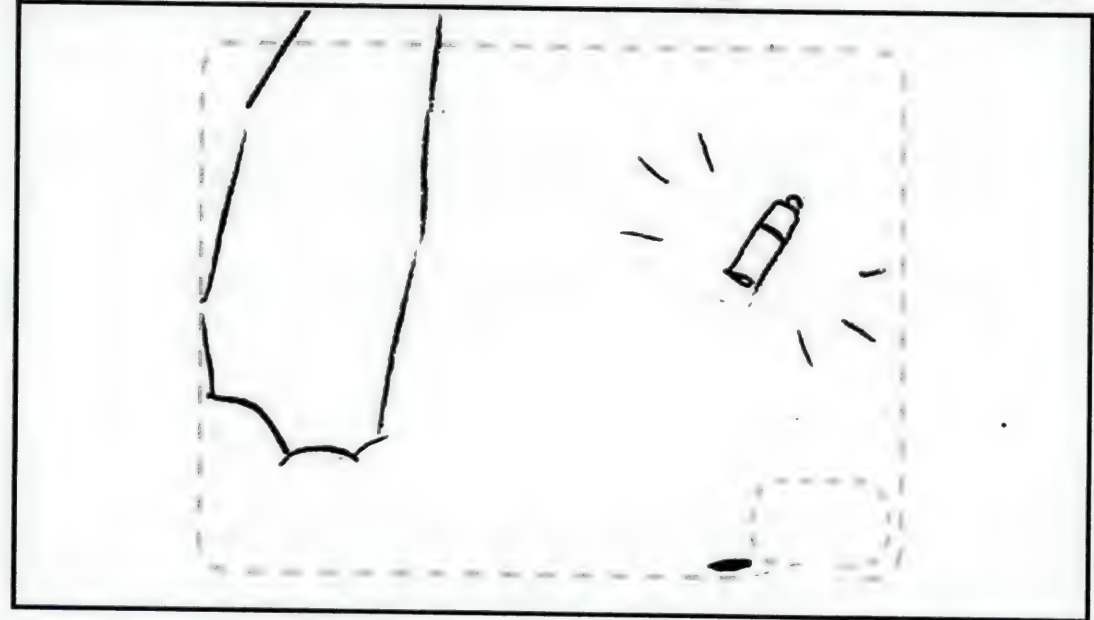
day night



Sc. 64 cont Pnl. D

Bg.

day night



Dialog:

SFX: XZAP*

SFX: ZZT*

Action:

- BLAST HITS
VARMINT MID AIR

- VARMINITS TURNS INTO
BATTERY.

FEB 04 2015

Timing:

EPISODE # 1034-208

1034/208

Production:

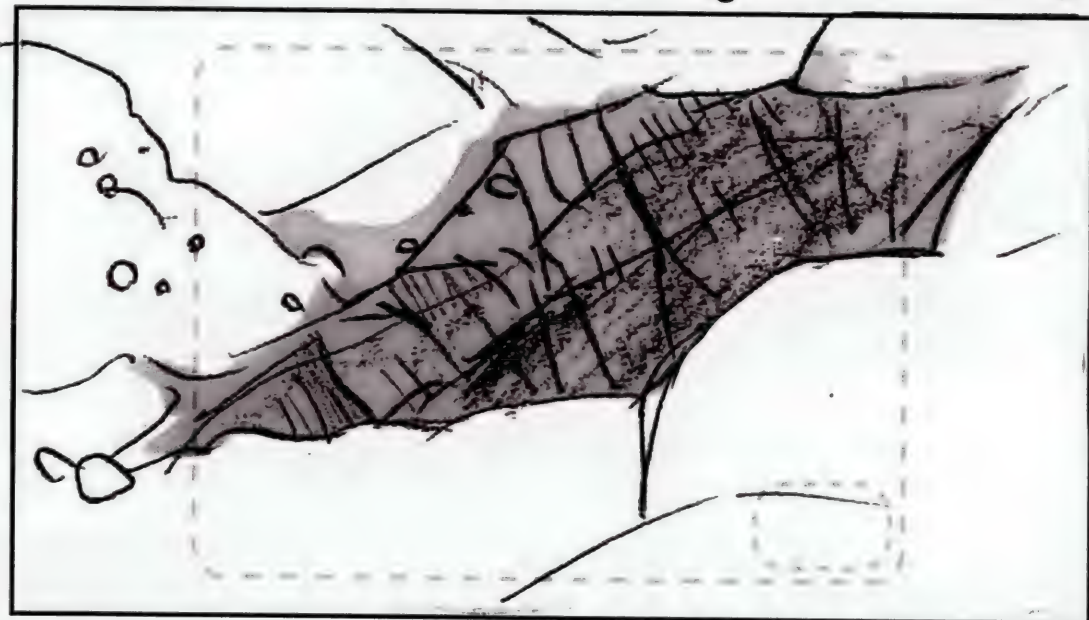
1034/208

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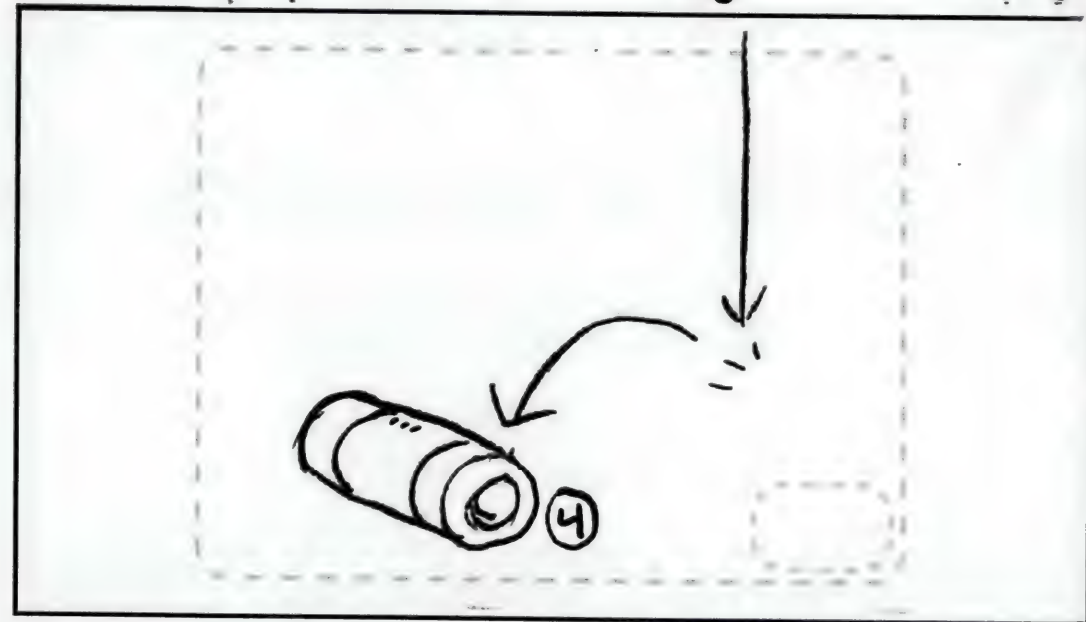
ADVENTURE TIME



Sc. **65** Pnl. **A** Bg. day night



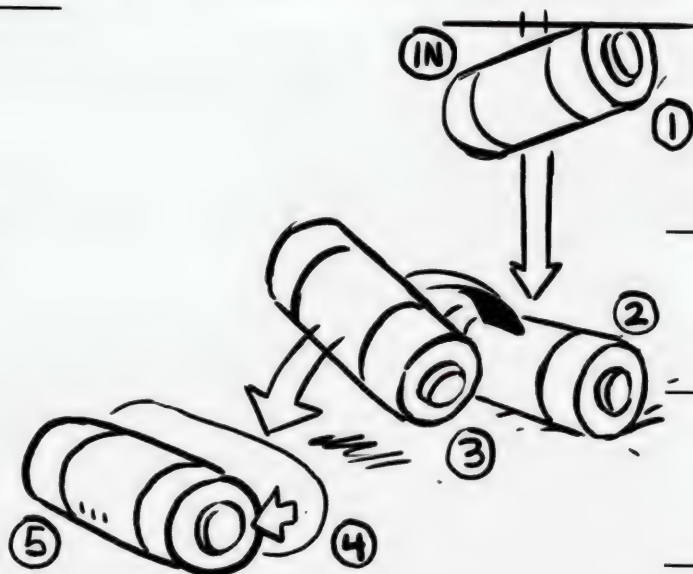
Sc. **65 cont** Pnl. **B** Bg. day night



Dialog:

Action:

Timing:



SFX: TINK-TNK

FEB 04 2015

- BATTERY DROPS
TO THE GROUND (NEXT TO HOLE)

EPISODE # **1034-208**
1034/208

Production:

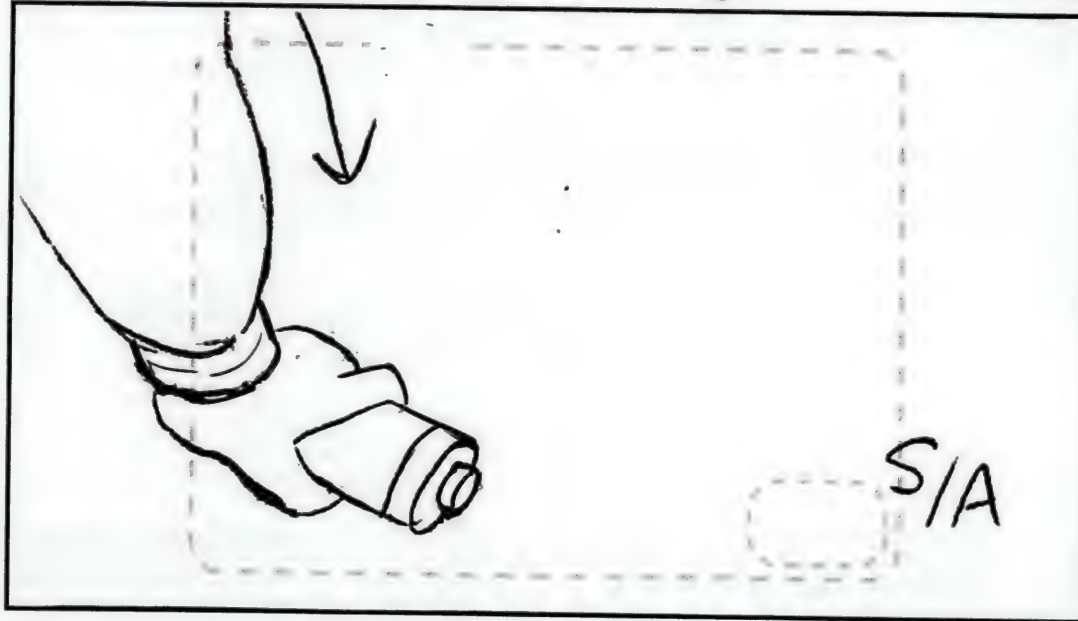
ADVENTURE TIME



Sc. 65 CONT Pnl. C

Bg.

day night



Sc. 66

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

-M. PICKS UP BATTERY.



PB/ A ding dang varmint hole.

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EPISODE #

Production:

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ADVENTURE TIME

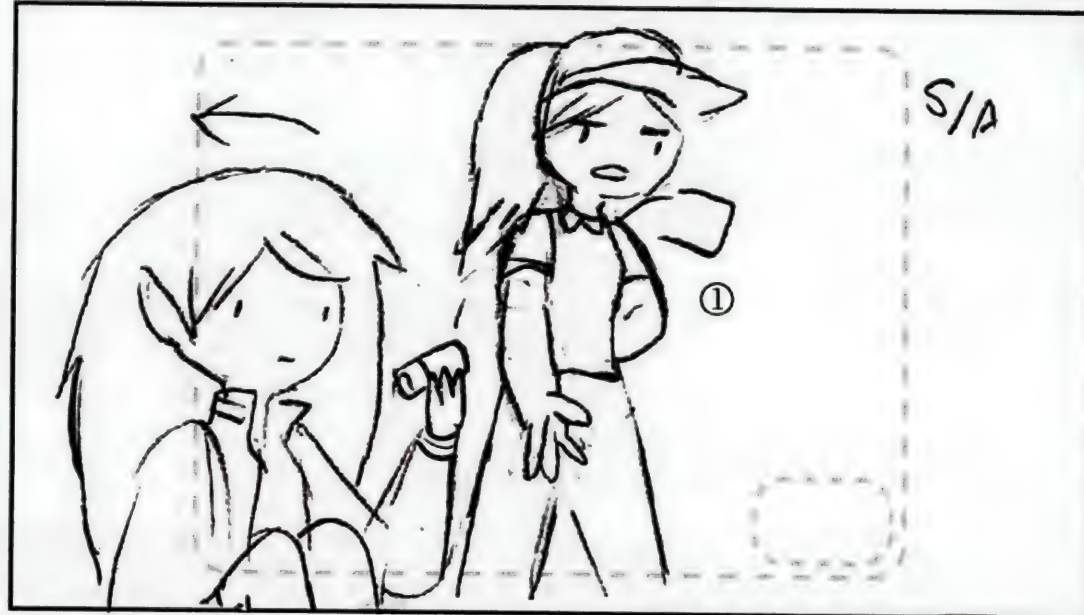


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Sc. 66 cont Pnl. B

Bg.

day night



Sc. 66 cont Pnl. C

Bg.

day night



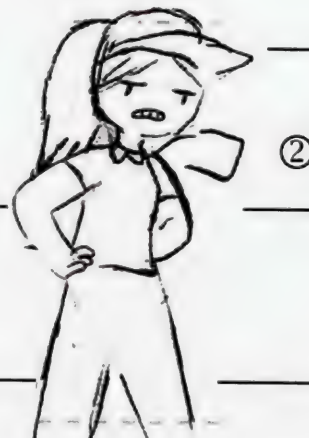
Dialog:

PB/ I can't believe my sweeps
didn't find it. UGH!

(BRIGHTLY)
M: WELL YOU FOUND
IT NOW!

FEB 0 4 2015

Action:



-PB PULLS OUT
FLASHLIGHT, GRABS BATTERY

Timing:

EPISODE #
1034/208

Production:

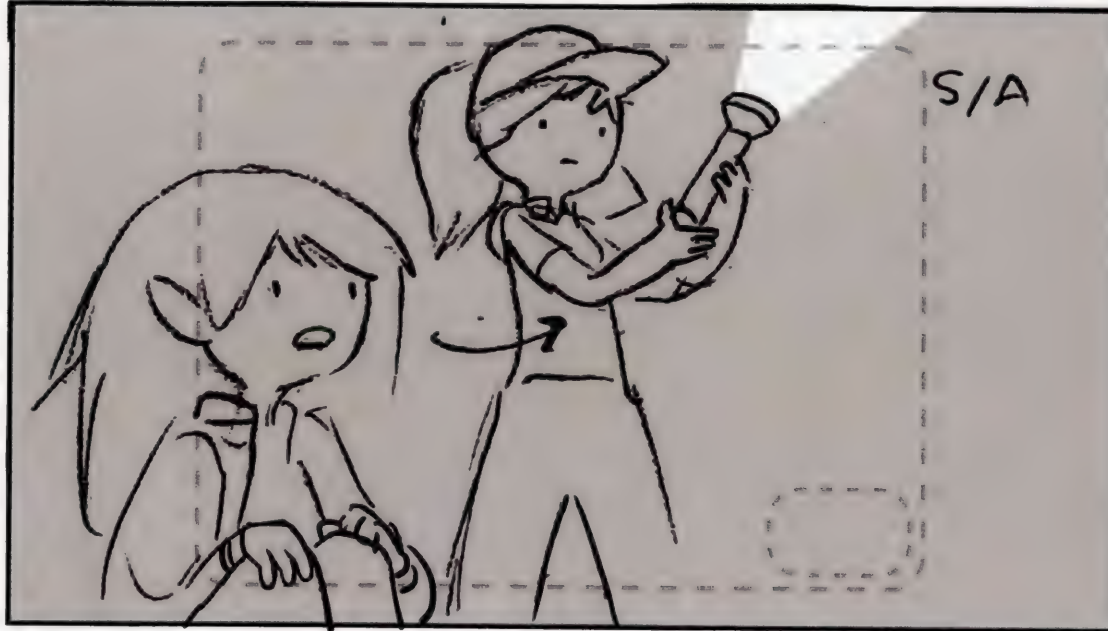
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ADVENTURE TIME



Sc. 66 CONT Pnl. D Bg.

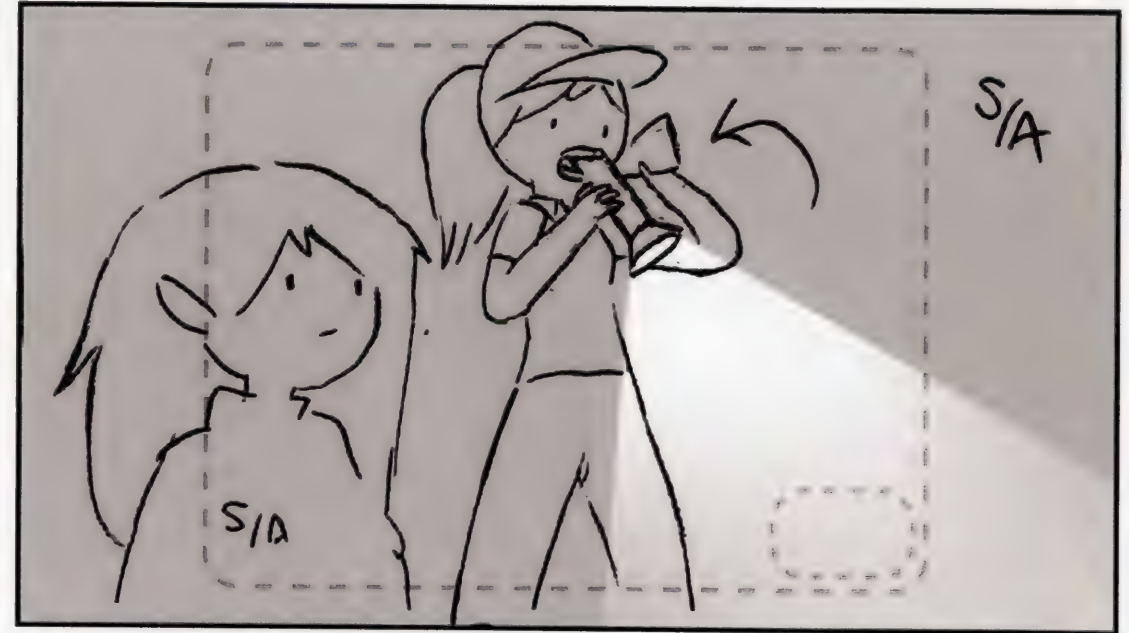
day night



Sc. 66 CONT Pnl. E Bg.

Page 92

day night



Dialog:

M/ So what next?

PB: (MOUTH FULL) Next?...

SFX: * CLK *

Action:

- PB POPS BATTERY IN FLASHLIGHT

- PB HOLDS FLASHLIGHT IN MOUTH

FEB 04 2015

Timing:

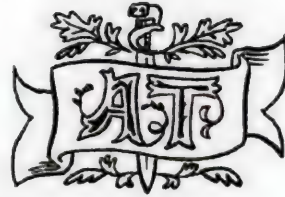
EPISODE # 1034-208
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Production:

1034/208

1034/208

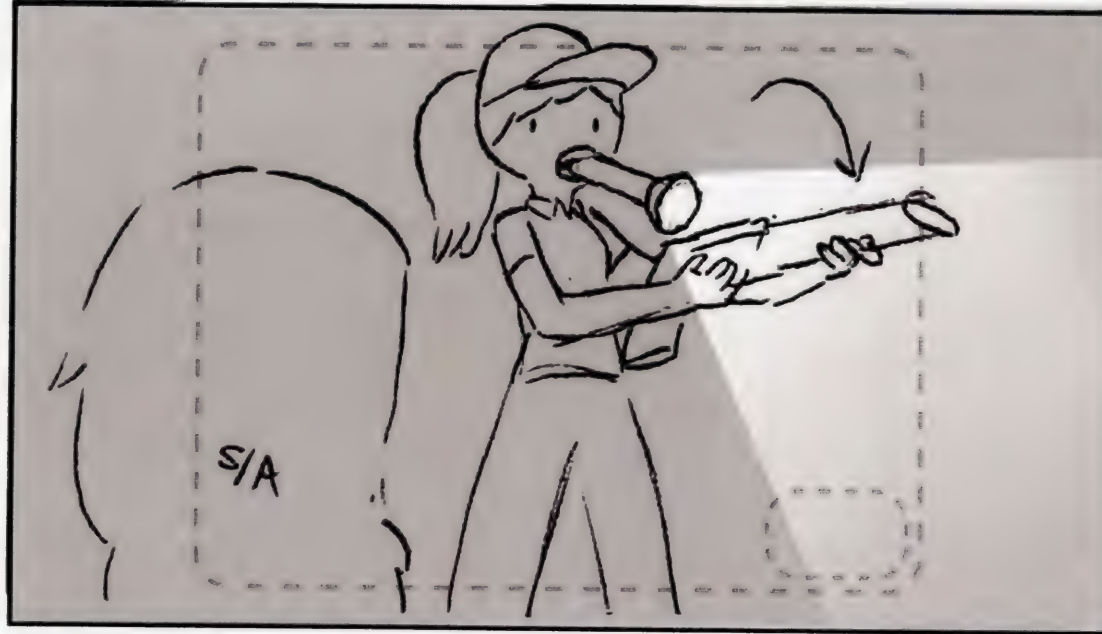
ADVENTURE TIME



Sc. 66 *cont* Pnl. F

Bg.

day night

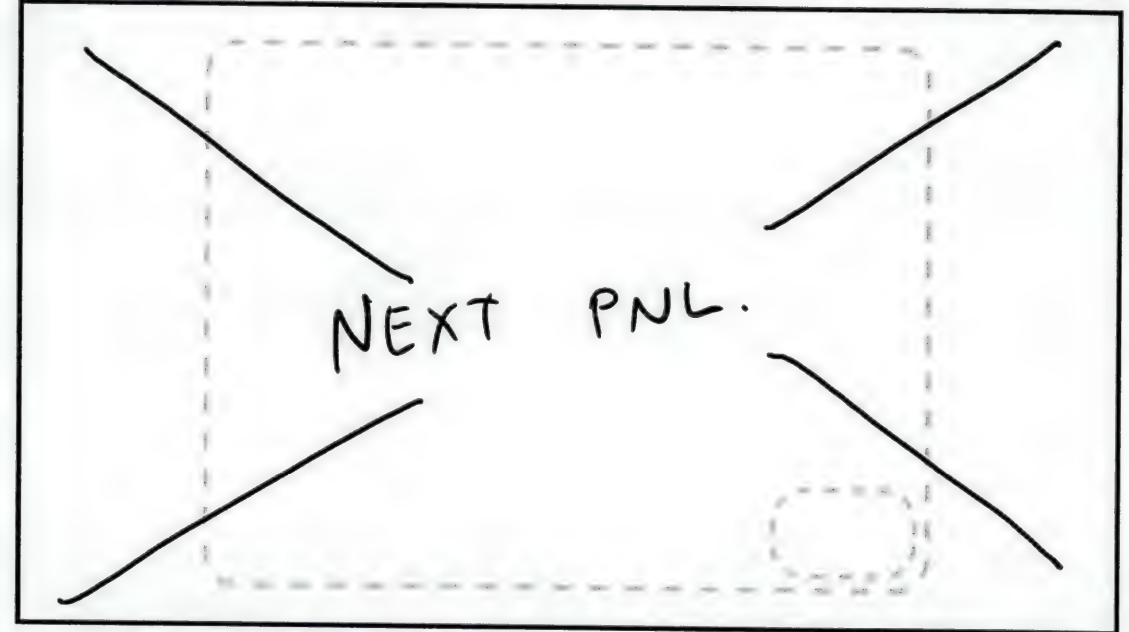


Sc.

Pnl.

Bg.

day night



Dialog:

PB: (MOUTHFULL) WE DIG

Action:

- PB PULLS OUT VARMIN'T GUN.

Timing:

FEB 04 2015

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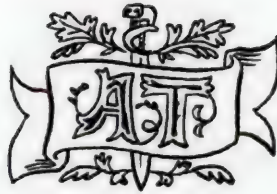
1034-208

EPISODE #
1034/208

Production:

1034/208

ADVENTURE TIME

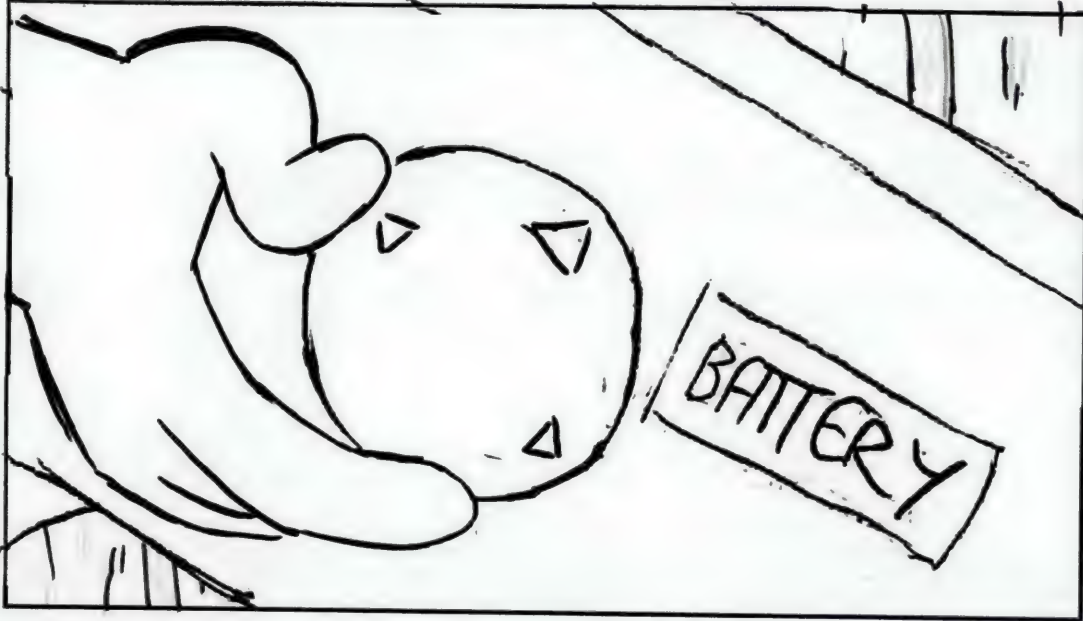


Sc. 67

Pnl. A

Bg.

day night



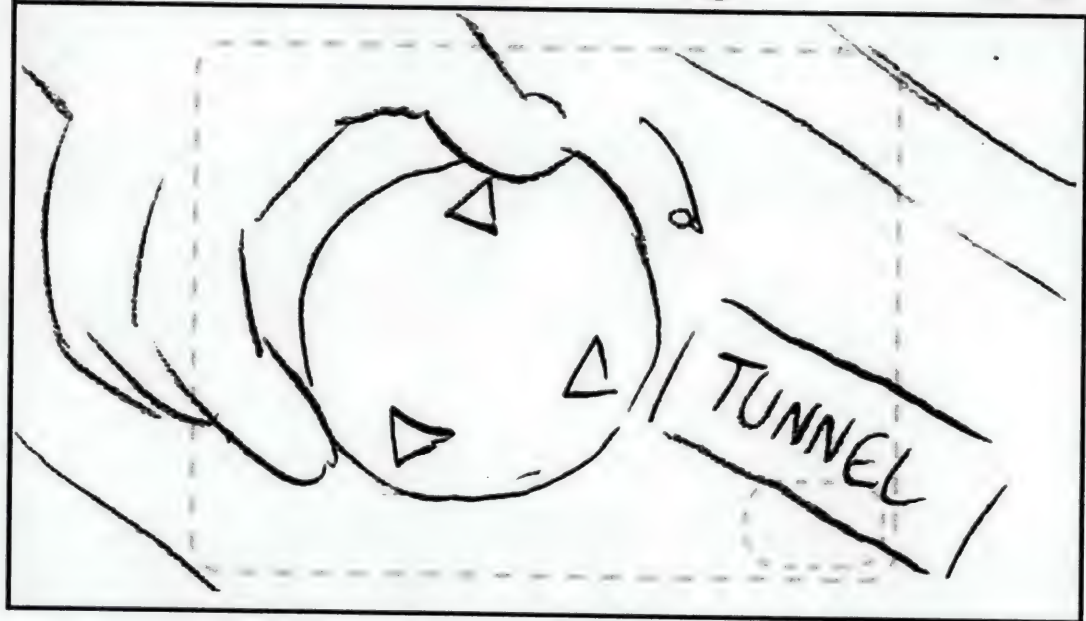
Sc. 67 cont

Pnl. B

Bg.

94

day night



Dialog:	SFX: *CHK*
Action:	-PB SETS VARMIN'T GUN TO 'TUNNEL' MODE.
Timing:	

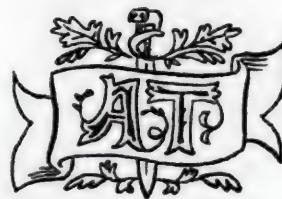
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EPISODE # 1034-208
1034/208
Production:

1034/208

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ADVENTURE TIME



Sc. 68

Pnl. A

Bg.

day night



Sc. 68 cont

Pnl. B

Bg.

Page 95
95A NEXT
day night



Dialog:

SFX: *BOOOM!!*

Action:

- DIGGING BEAM CUTS INTO EARTH

FEB 04 2015

Timing:

CAM MOVE →



Production:

EPISODE #

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1034/208

1034/208

ADVENTURE TIME

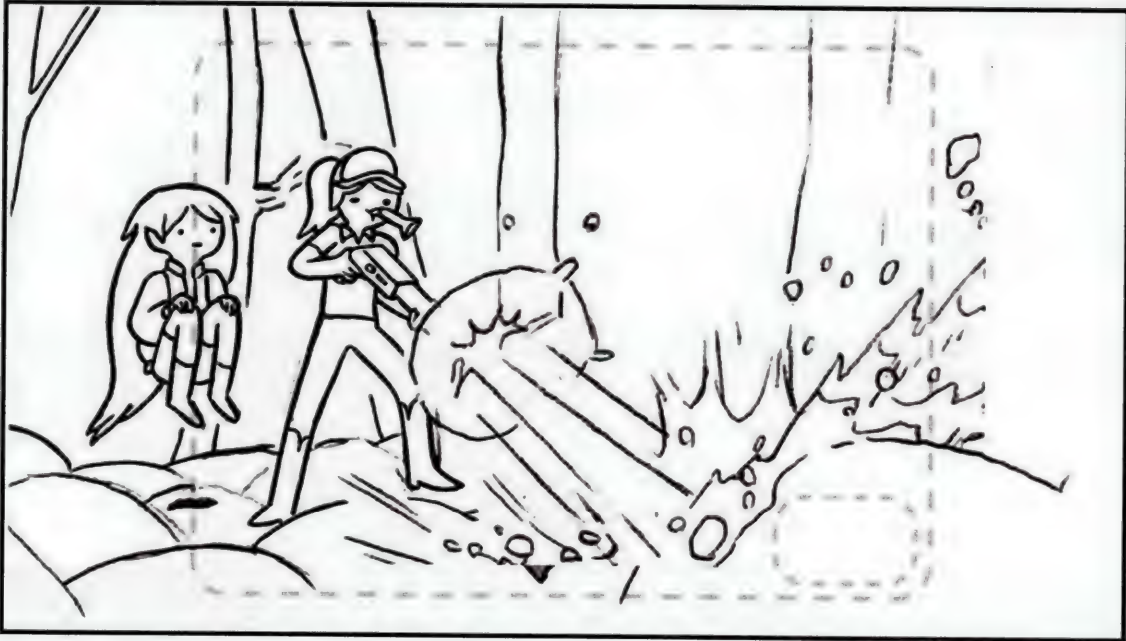


Sc. 68 *cont*

Pnl. C

Bg.

day night



Sc. 68 *cont*

Pnl. D

Bg.

day night



Page 95A
96A NEXT
day night

Dialog:

Action:

Timing:

FEB 04 2015

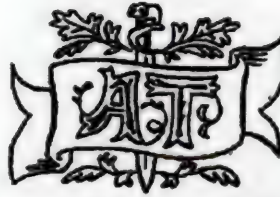
EPISODE # 1034-208

Production:

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1034/208

ADVENTURE TIME

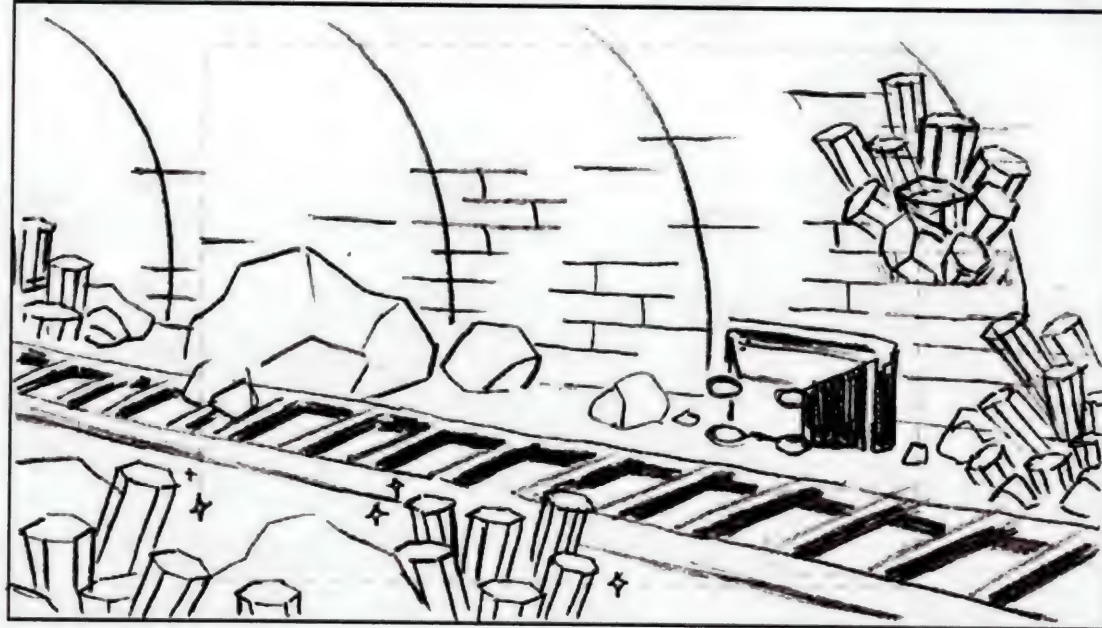


Sc. 68A

Pnl. A

Bg.

day night



Sc. 68A *cont*

Pnl. B

Bg.



Page 96A
97NEXT
day night

Dialog:

SFX: * **BOOOOM!** *

Action:

- INT. ROCK CANDY TUNNELS.

- TUNNEL WALL EXPLODES.

FEB 04 2015

Timing:

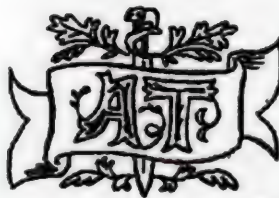
EPISODE # 1034-208

1034/208

Production :

1034/208

ADVENTURE TIME

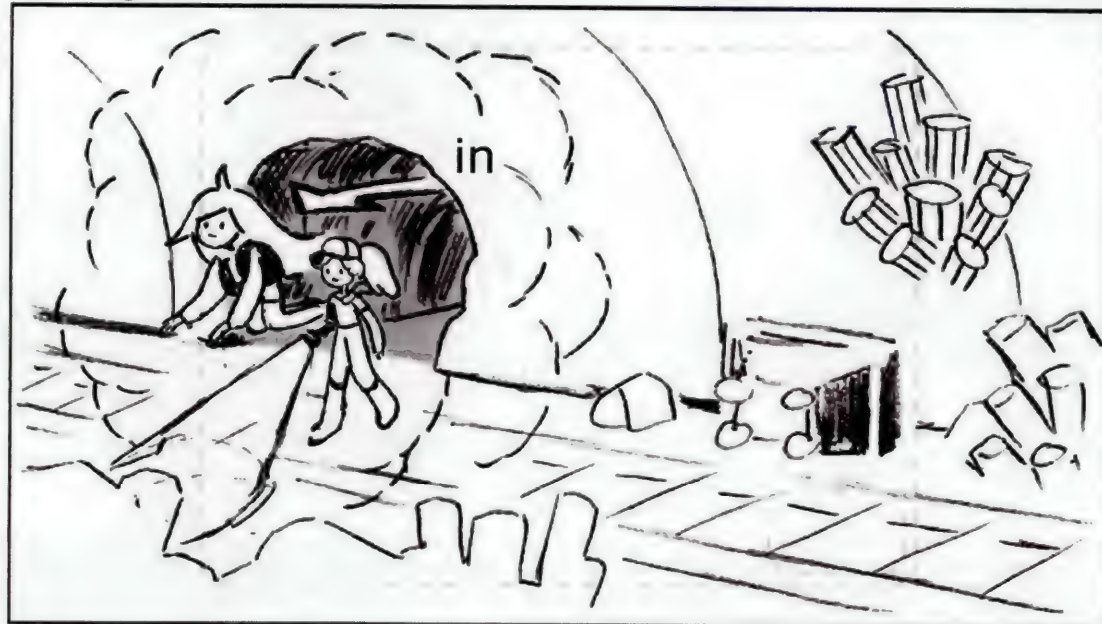


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Sc. 68A *cont* Pnl. C

Bg.

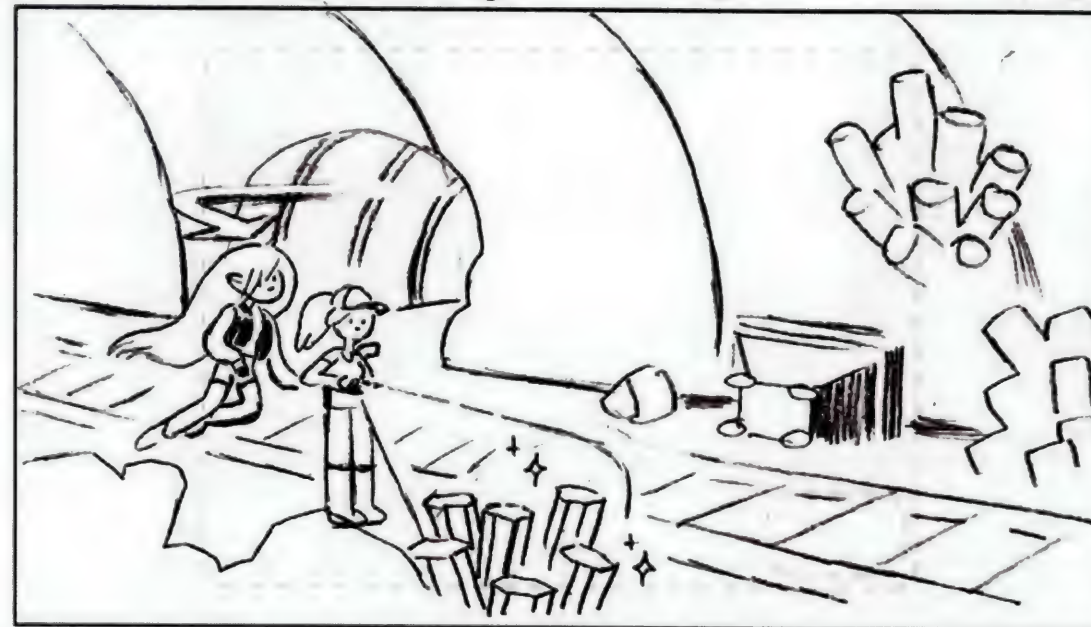
day night



Sc. 68A *cont* Pnl. D

Bg.

day night



Dialog:

Action:

- DUST CLOUD CLEARS AS
PB + MARCELINE WALK IN.

- PB + M. ROUND THE CORNER.

FEB 0 4 2015

Timing:

1034-208

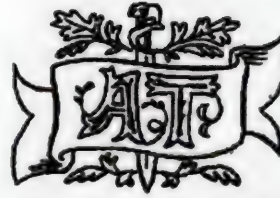
EPISODE #

1034/208

Production :

1034/208

ADVENTURE TIME



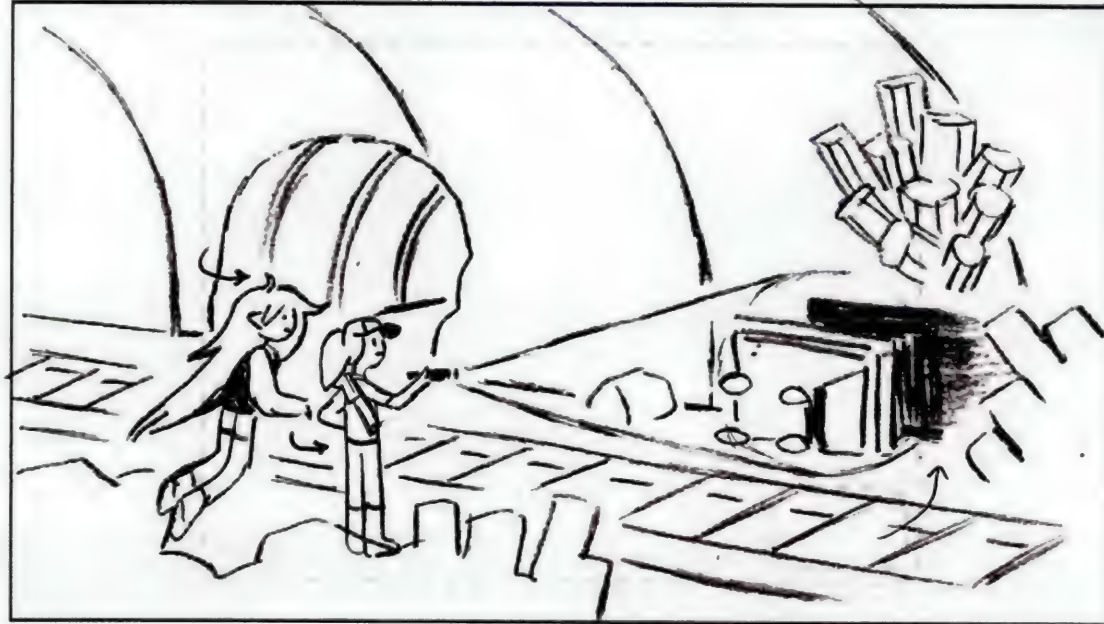
98

Page

Sc. 68A *cont* Pnl. *E*

Bg.

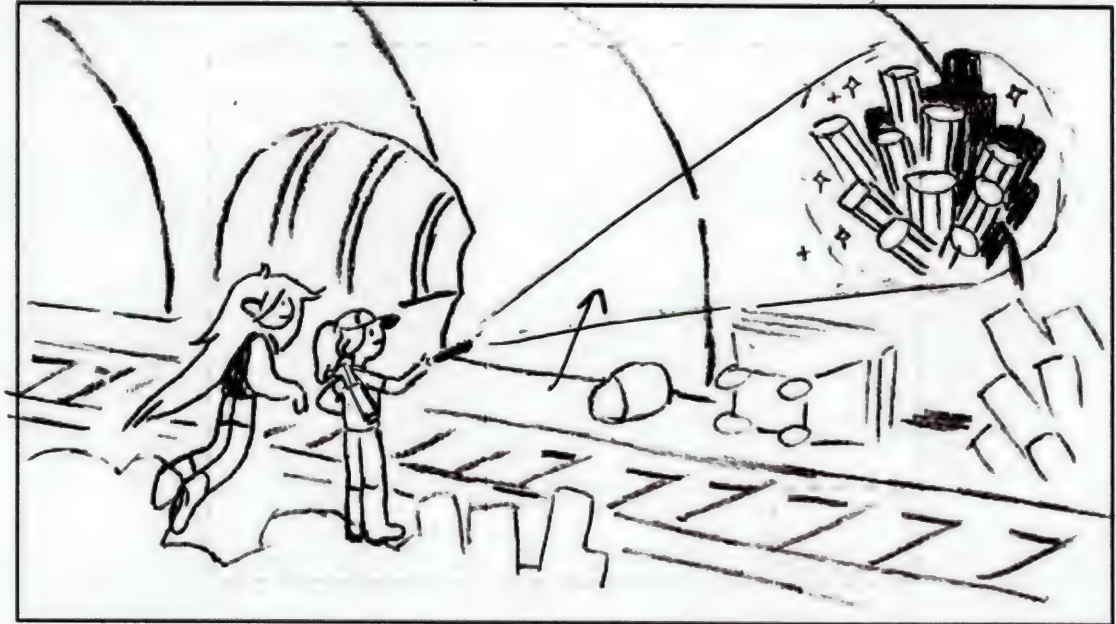
day night



Sc. 68A *cont* Pnl. *F*

Bg.

day night



Dialog:

(PB) HMMM....

Action: PB SWEEPS FLASHLIGHT TO MINE CART

- PB SWEEPS FLASHLIGHT UP TO CRYSTALS.

FEB 04 2015

Timing:

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1034/208

Production :

1034/208

ADVENTURE TIME



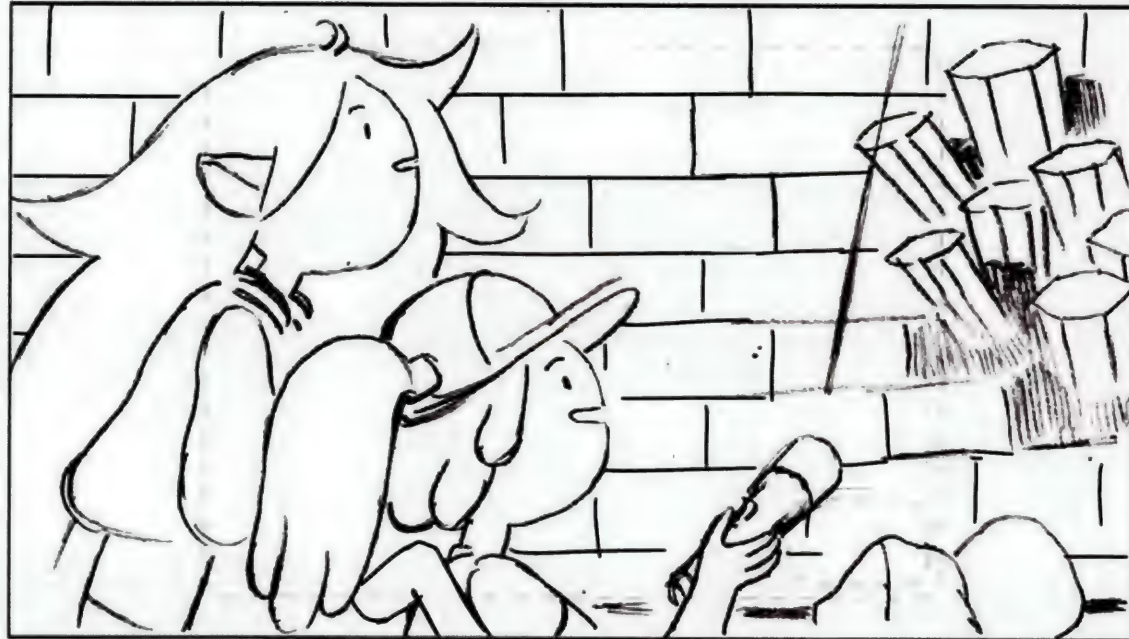
Page 99

Sc. **69**

Pnl. **A**

Bg.

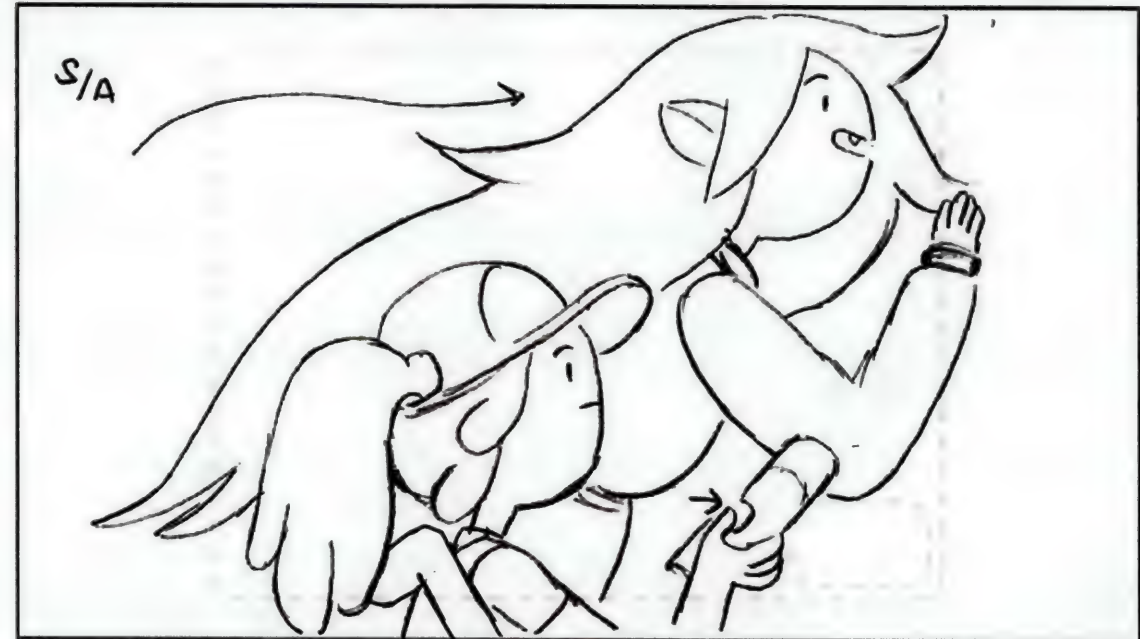
day night



Sc. **69 CONT** Pnl. **B**

Bg.

day night



Dialog: **PB** THIS LOOKS LIKE A DELIVERY TUNNEL
FROM THE OLD ROCK-CANDY MINES.

M Hah. The Rock-Candy Mines!

Sfx: * CLICK *

Action:

- PB FLASHLIGHT OFF
- M FLOATS FORWARD

FEB 04 2015

Timing:

Production :

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1034/208

ADVENTURE TIME

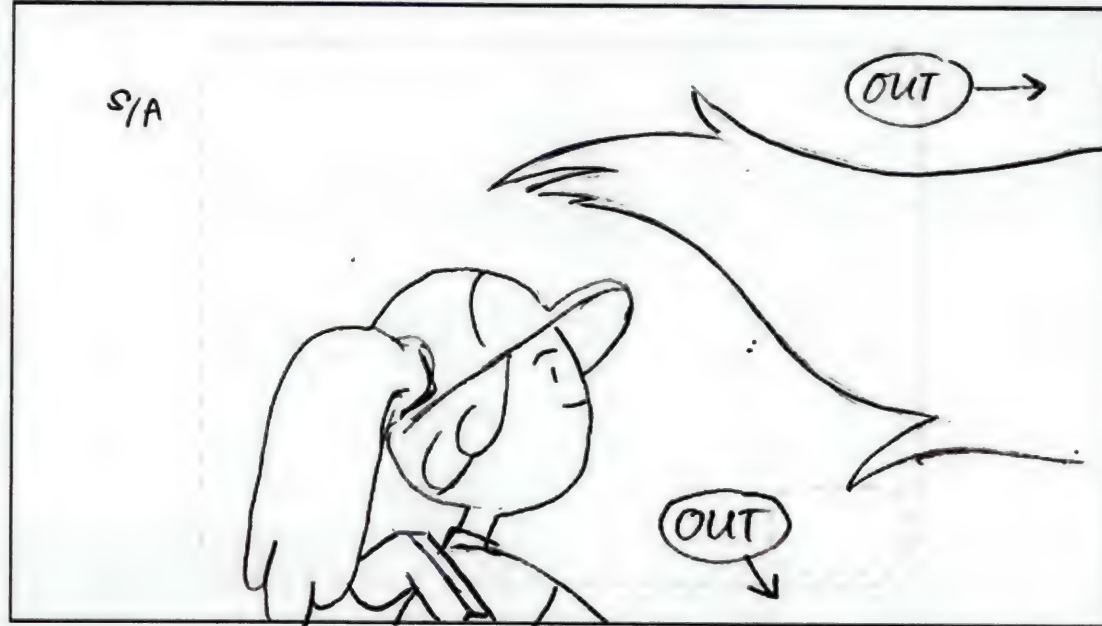


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Sc. 69 CONT Pnl. C

Bg.

day night

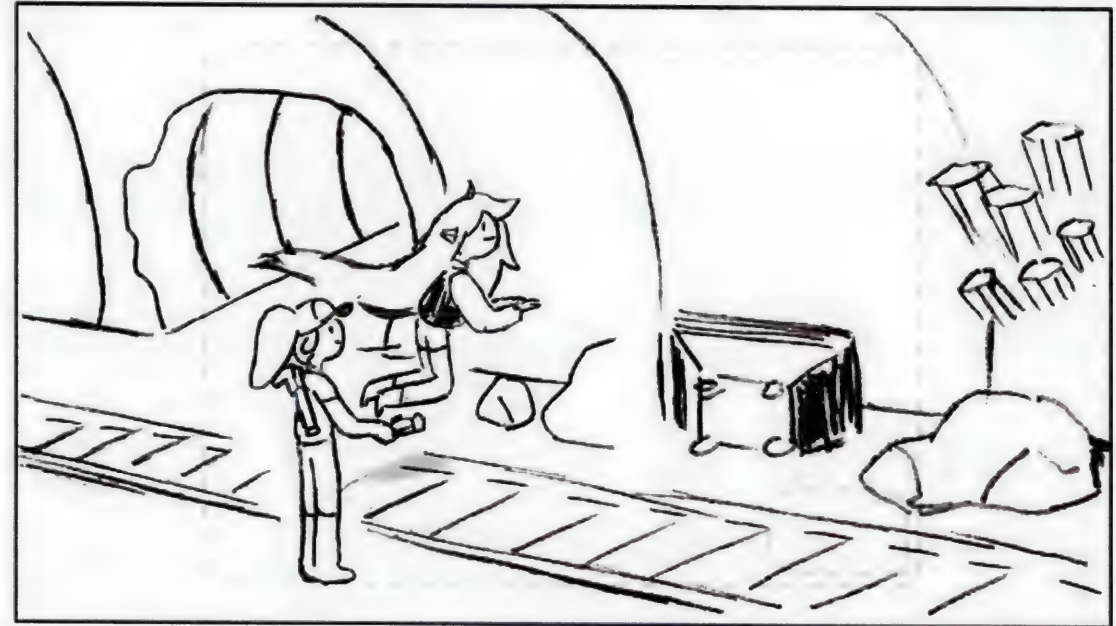


Sc. 70

Pnl. A

Bg.

day night



Dialog:

Action:

- M. FLOATS OFF/S.
- PB LOWERS FLASHLIGHT

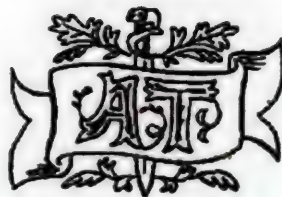
Timing:

FEB 04 2015

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1034/208

Production :

1034/208



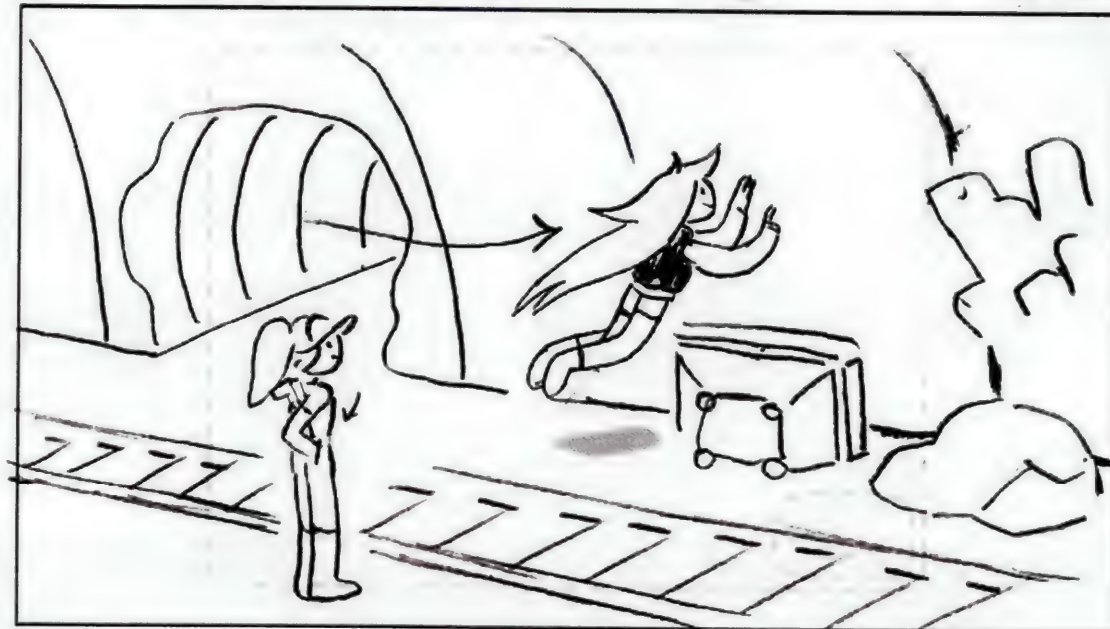
ADVENTURE TIME

Page 101

Sc. 70 CONT Pnl. B

Bg.

day night



Sc. 71

Pnl. A

Bg.

day night



Dialog:

(M) WE HAVEN'T BEEN DOWN HERE IN HUNDREDS OF YEARS!

(M) REMEMBER WHEN I'D GET YOU OUTA THOSE STINKY ...

Action:

-M. FLOATS OVER TO WALL.

Timing:

FEB 04 2015

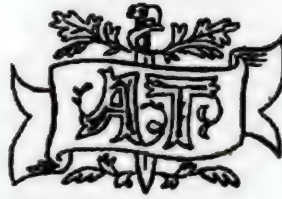
Production :

EPISODE # 1034-208

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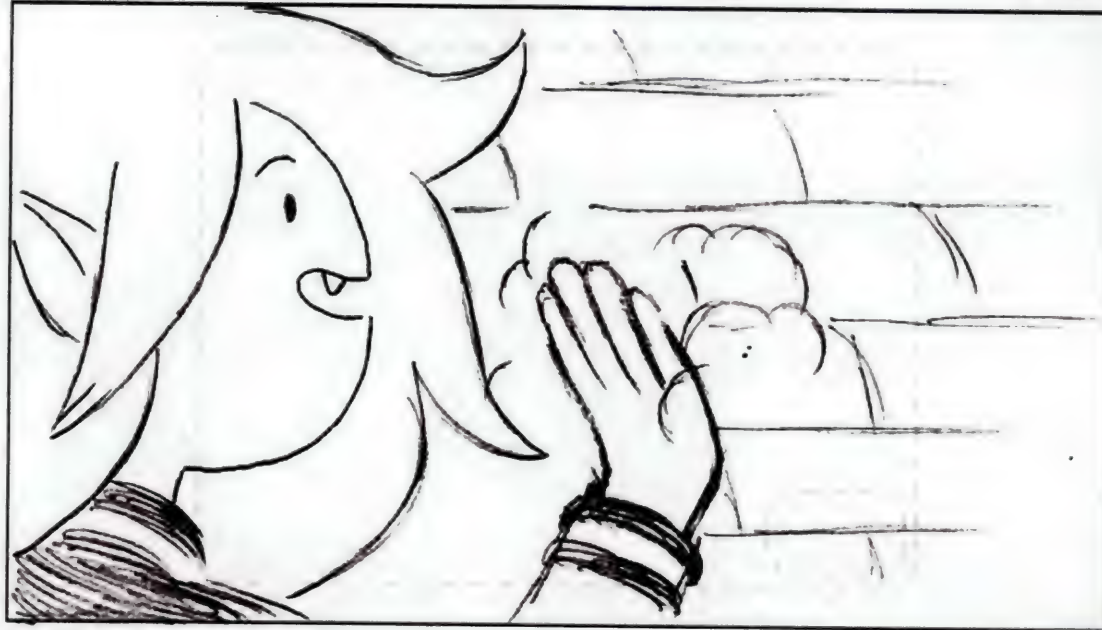
1034/208

ADVENTURE TIME



Page 102

Sc. 71 cont Pnl. B Bg. day night



Sc. 71 cont Pnl. C Bg. day night



Dialog: ① CHEESE-NATION COUNCIL MEETINGS?

SFX: * SHFF - SHFF *

Action: -M. DUSTS OFF WALL.

Timing:



M: AND WE'D SNEAK DOWN HERE AND SPRAY PAINT THE WALLS?

TAG REF:



FEB 04 2015

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Production

1034/208

ADVENTURE TIME



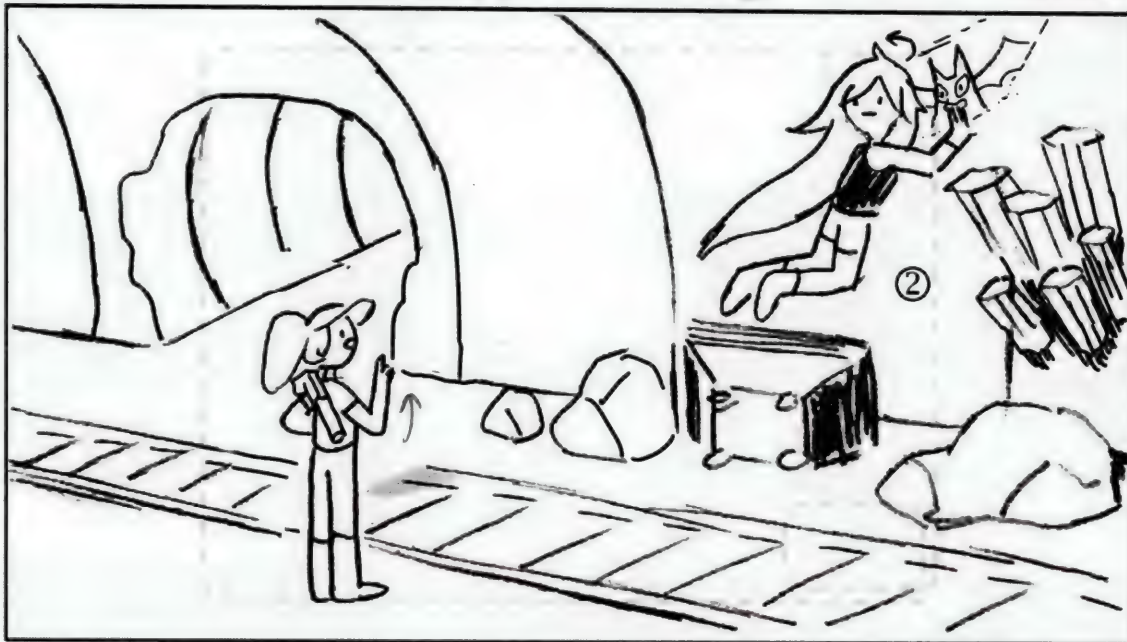
Page **103**

Sc. **72**

Pnl. **A**

Bg.

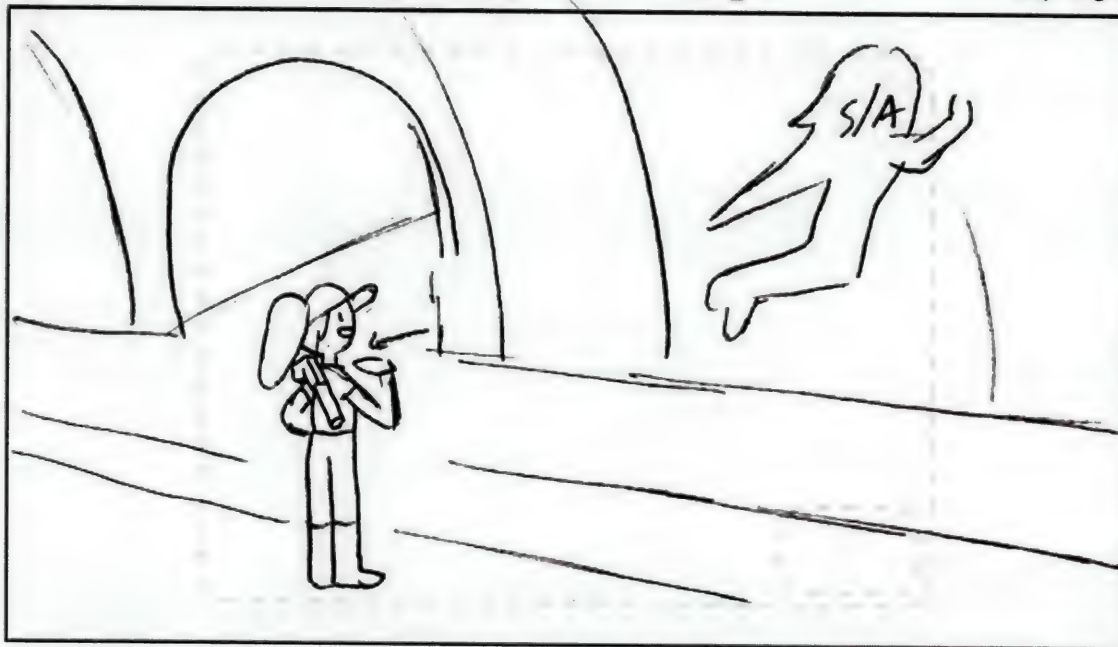
day night



Sc. **72 CONT** Pnl. **B**

Bg.

day night



Dialog:

(PB) UM, I'M PRETTY SURE

(PB) IT WAS ME,

Action:

- M LOOKS BACK AT PB.

Timing:



FEB 04 2015

Production :

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EPISODE #

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1034/208

ADVENTURE TIME

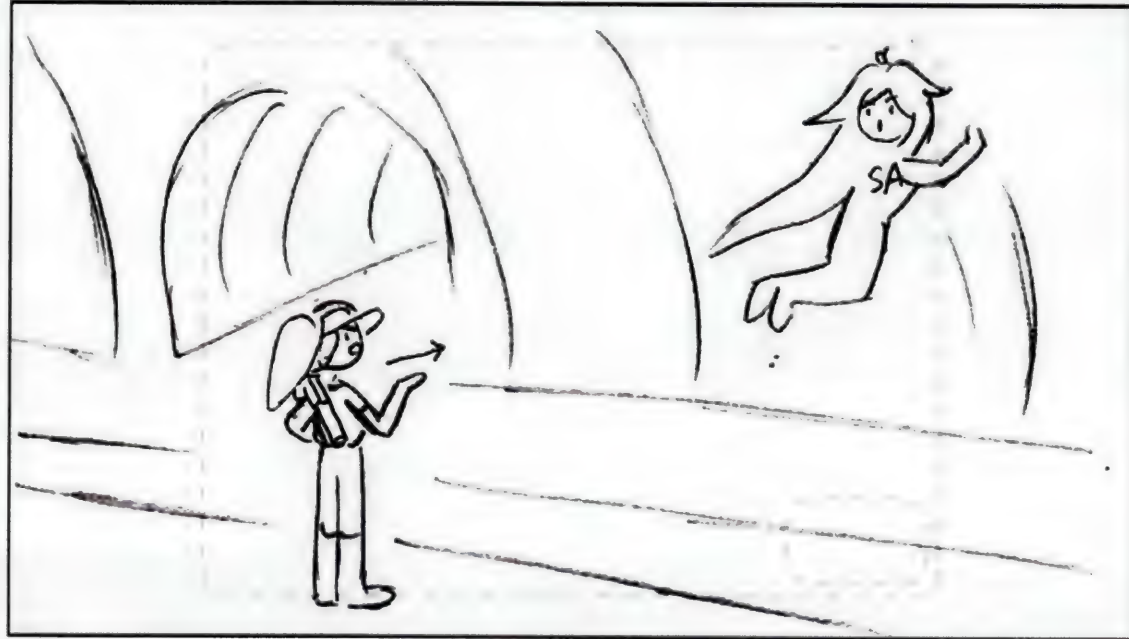


Page **104**

Sc. **72 CONT** Pnl. **C**

Bg.

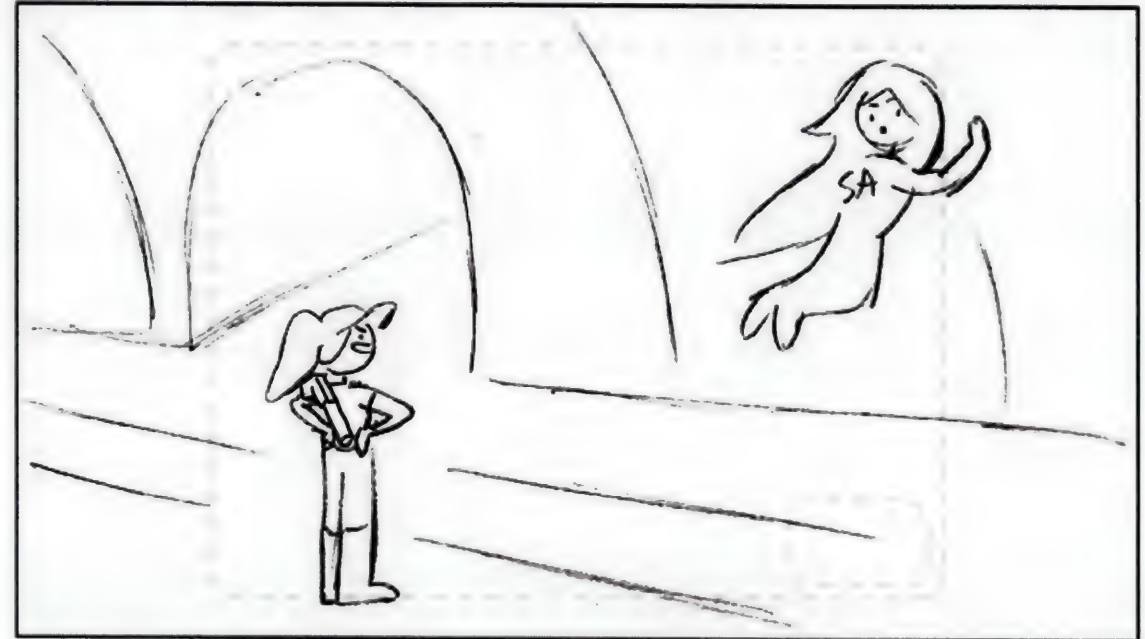
day night



Sc. **72 CONT** Pnl. **D**

Bg.

day night



Dialog:

(PB) WHO FOUND YOU ,

(PB) VANDALIZING MY PROPERTY!

Action:



-PB PUTS HER
HANDS ON HIPS.



FEB 0 4 2015

Timing:

Production :

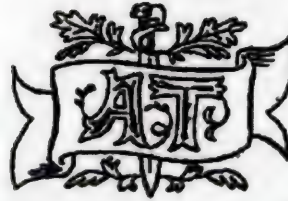
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ADVENTURE TIME

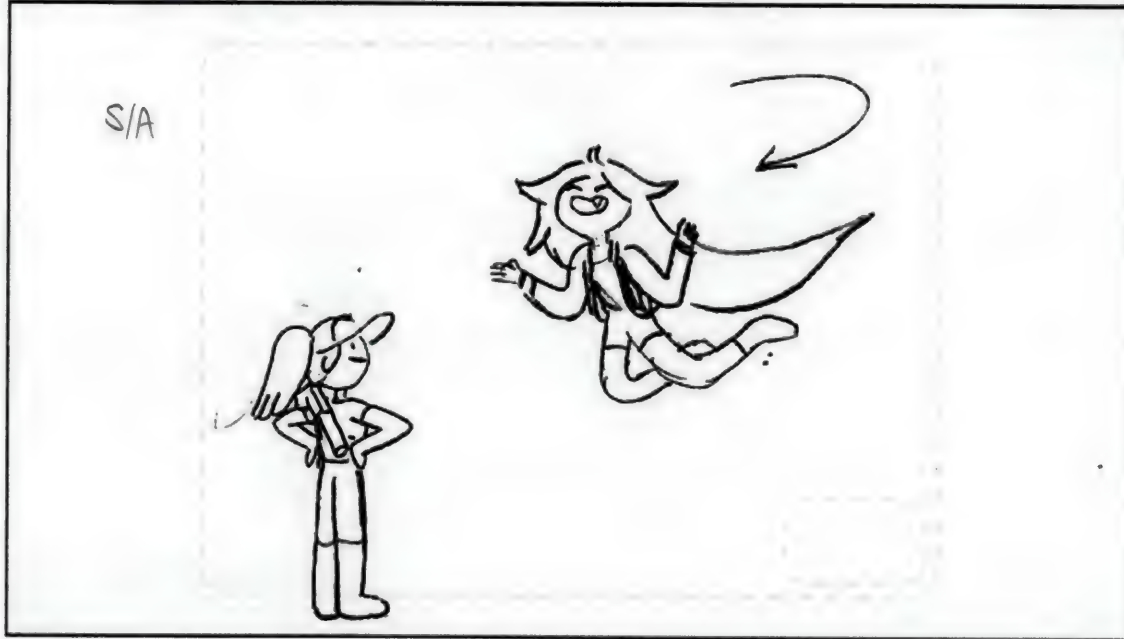


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Sc. 72 CONT Pnl. E

Bg.

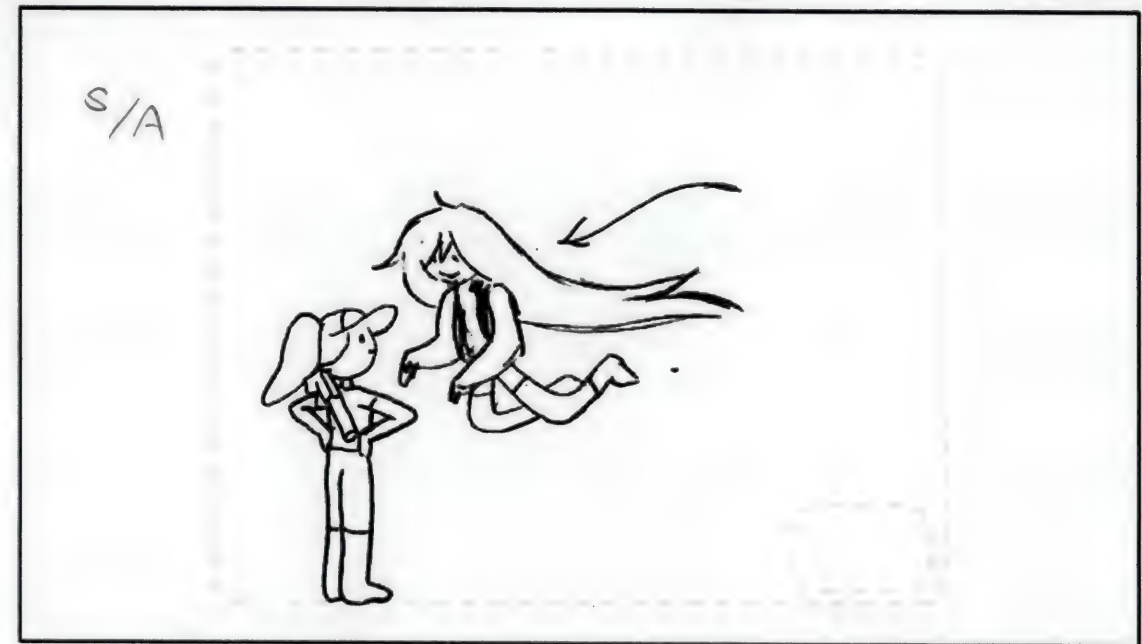
day night



Sc. 72 CONT Pnl. F

Bg.

day night



Dialog:

Ⓜ HA HA HA HA !

Action:

- M. FLOATS FORWARD.

FEB 04 2015

Timing:

EPISODE # 1034-208

1034/208

Production :

1034/208

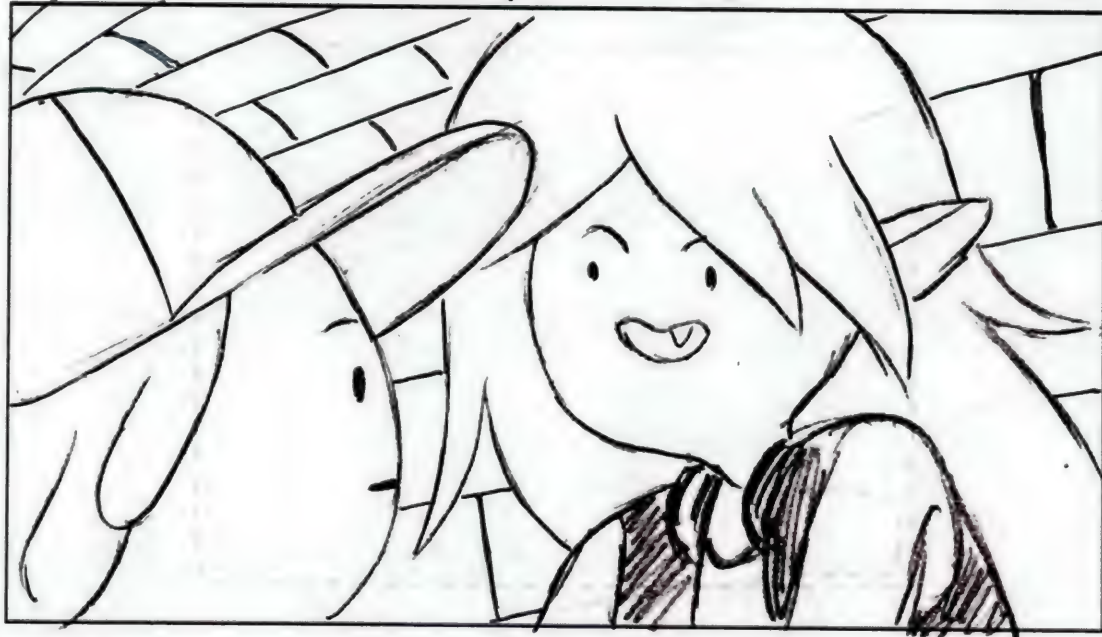
1034/208

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ADVENTURE TIME



Sc. 73 Pnl. A Bg. day night



Sc. 73 *cont* Pnl. B Bg. day night



Dialog:	(M) <u>YEAH,</u>	(M) BUT <u>I</u> ,
Action:		
Timing:	FEB 0 4 2015	

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1034/208
Production :
1034/208

ADVENTURE TIME



Page 107

Sc. 73 *cont* Pnl. C

Bg.

day night



Sc. 73 *cont* Pnl. D

Bg.

day night



Dialog:

① GOT YOU TO TAG SOMETHING,
DIDN'T I?

② I BET I COULD FIND IT...

Action:

Timing:

FEB 04 2015

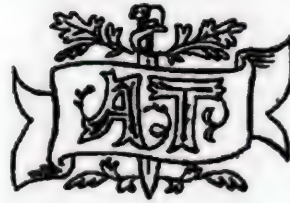
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Production :

1034/208

ADVENTURE TIME

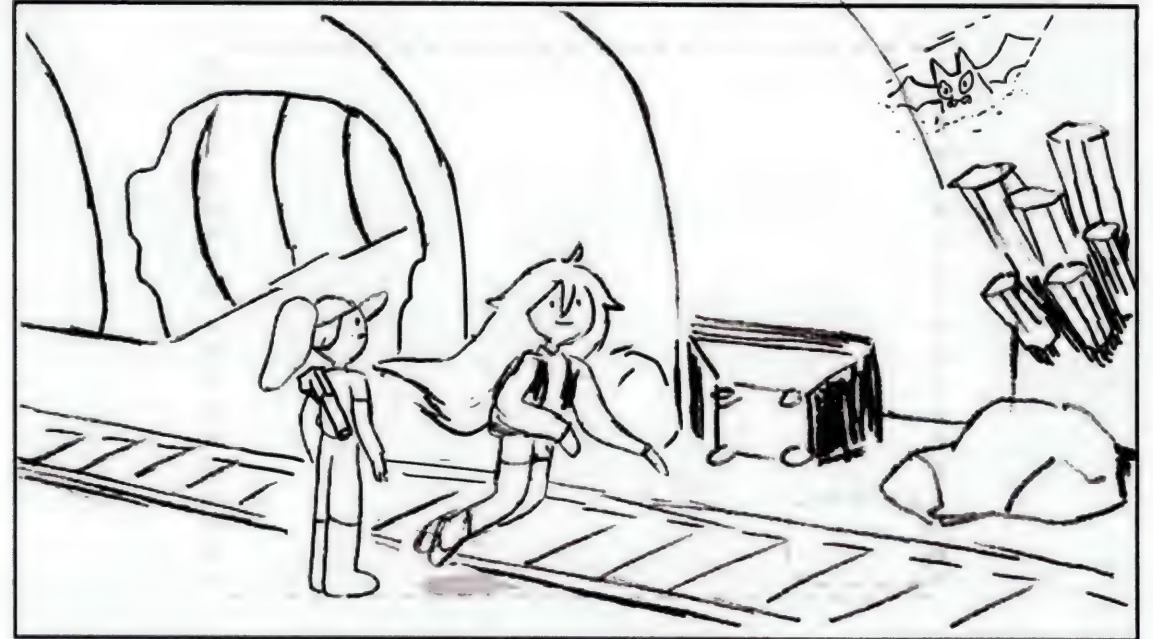


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Sc. 73 CONT Pnl. E Bg. day night



Sc. 74 Pnl. A Bg. day night



Dialog:

Action:

- M. FLOATS RIGHT

- PB BLUSHES

FEB 04 2015

Timing:

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Production :

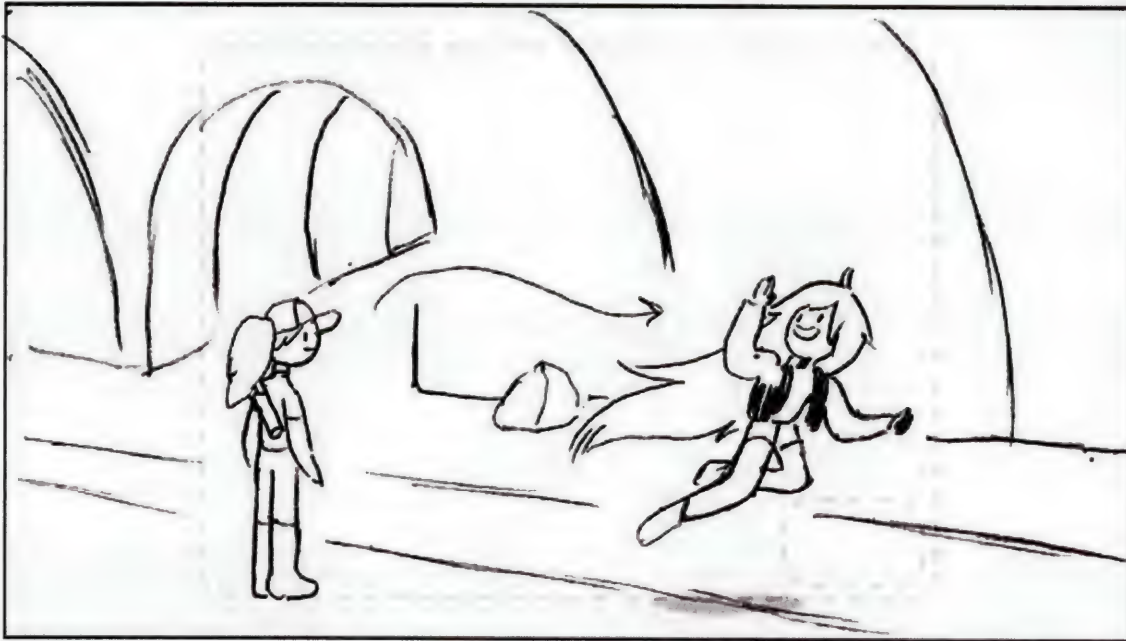
1034/208

1034/208

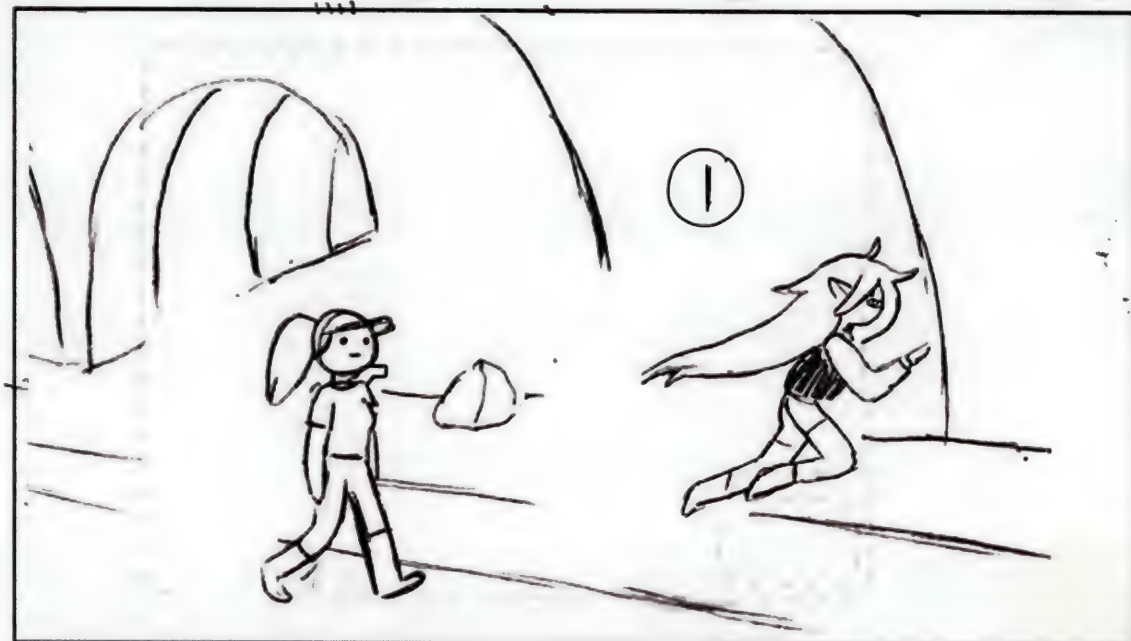
ADVENTURE TIME



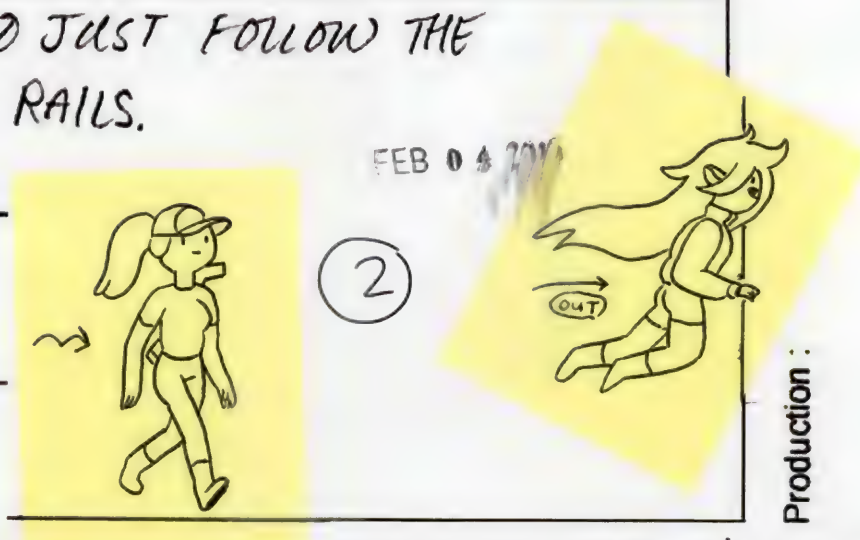
Sc. 74 cont Pnl. B Bg. day night



Sc. 74 cont Pnl. C Bg. day night

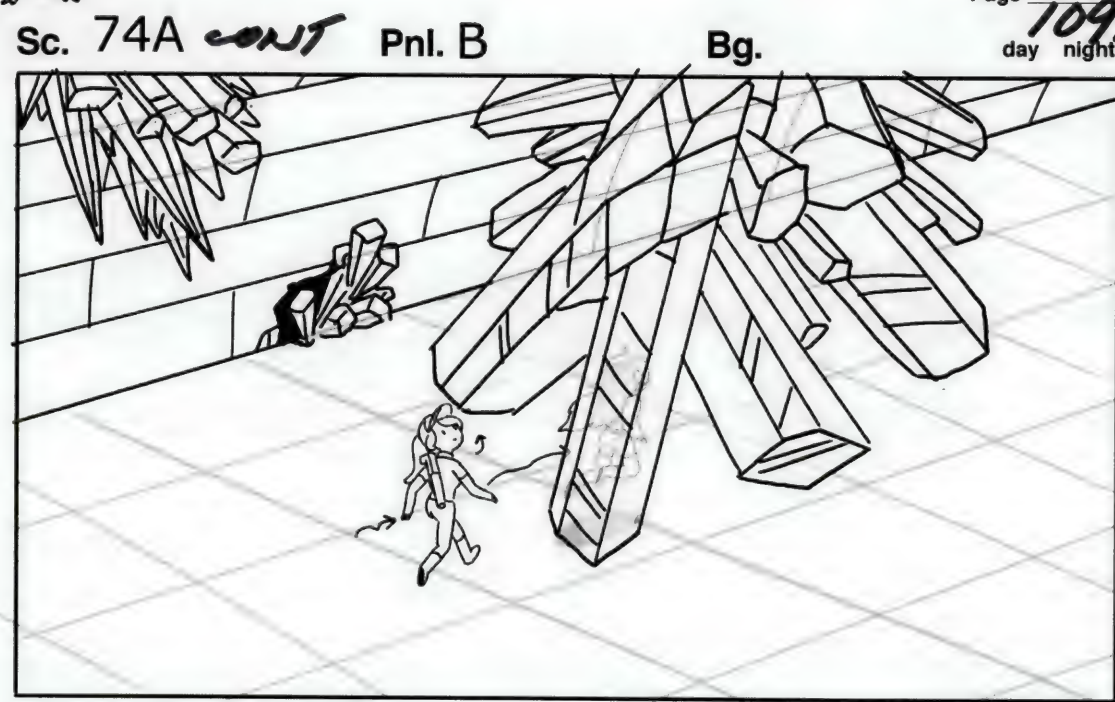
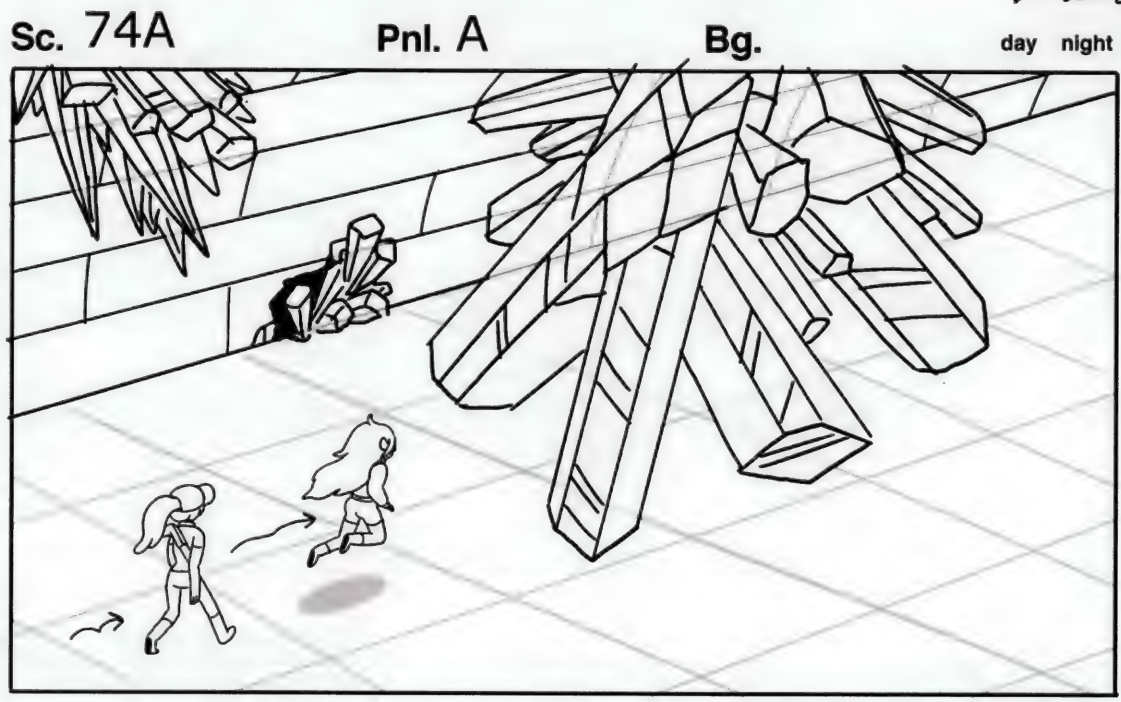


Dialog:	M/ Here come on!	(1) WE USED TO JUST FOLLOW THE MINE-CAR RAILS.
Action:	- M. FLOATS RIGHT	- PB FOLLOWS M.
Timing:		



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ADVENTURE TIME



Dialog:	M/ Crackin' jokes--
Action:	
Timing:	FEB 04 2015

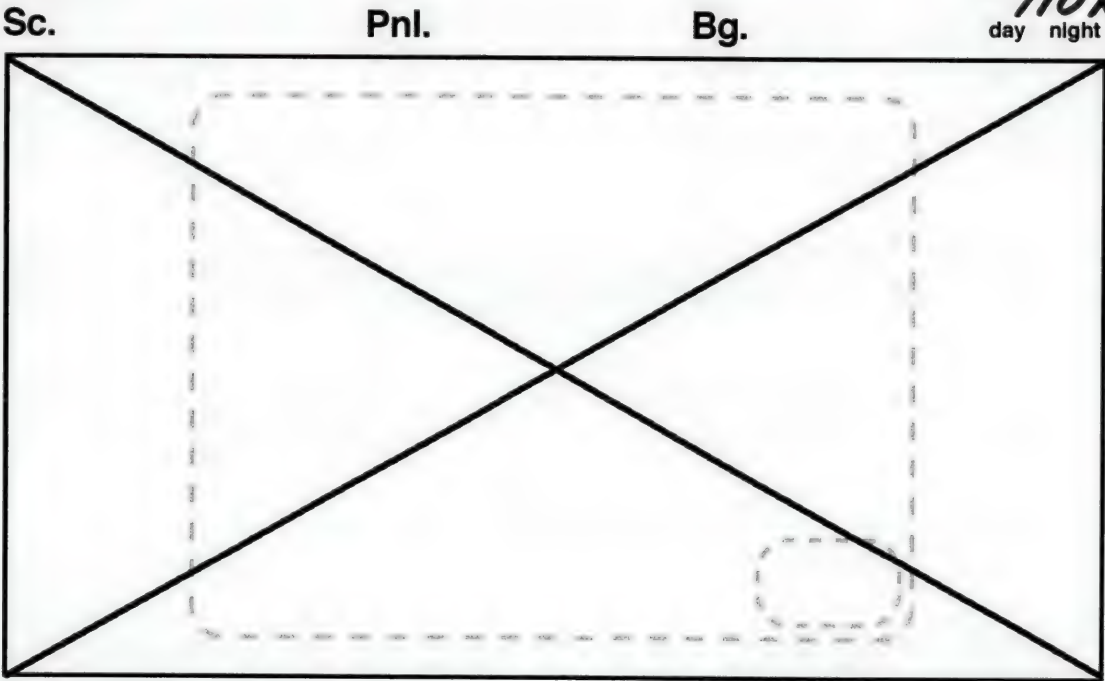
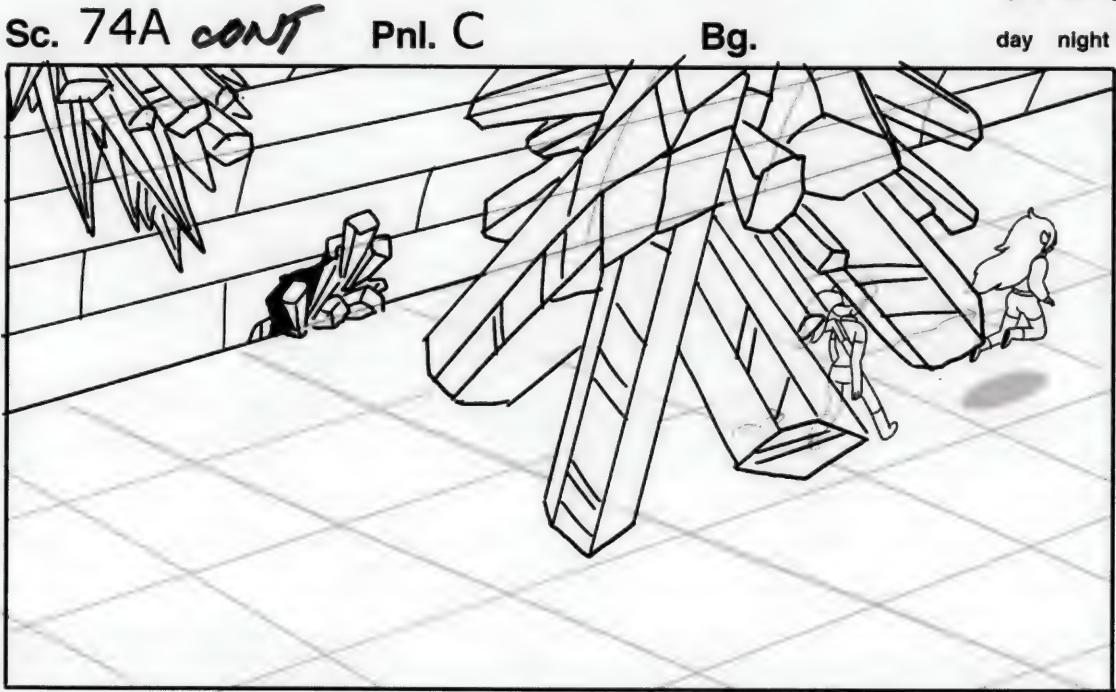
EPISODE # 1034-208

Production:

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1034/208

ADVENTURE TIME



Dialog:	M/ -- tellin' stories. Remember?
Action:	FEB 0 4 2015
Timing:	

EPISODE # 1034-208

Production:

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1034/208

ADVENTURE TIME



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Sc. 75

Pnl. A

Bg.

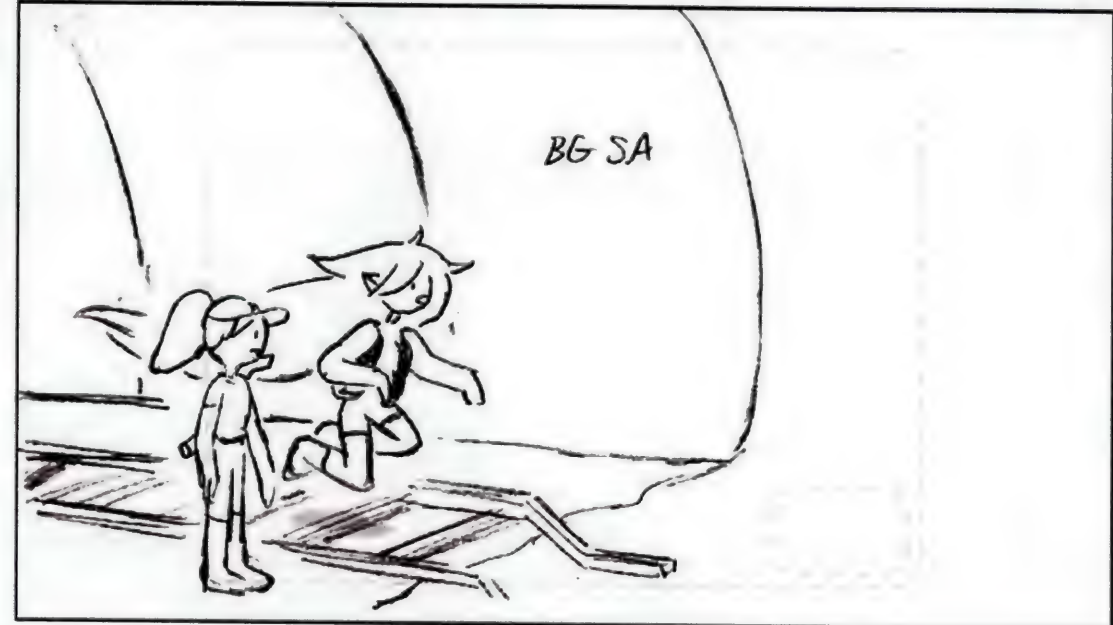
day night



Sc. 75 cont Pnl. B

Bg.

day night



Dialog:

M: WHOA...

Action:

- M. FLOATS ON/S.
- PB WALKS ON/S

- PB + M STOP AT EDGE. OF CHASM

FEB 04 2015

Timing:

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Production :

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ADVENTURE TIME



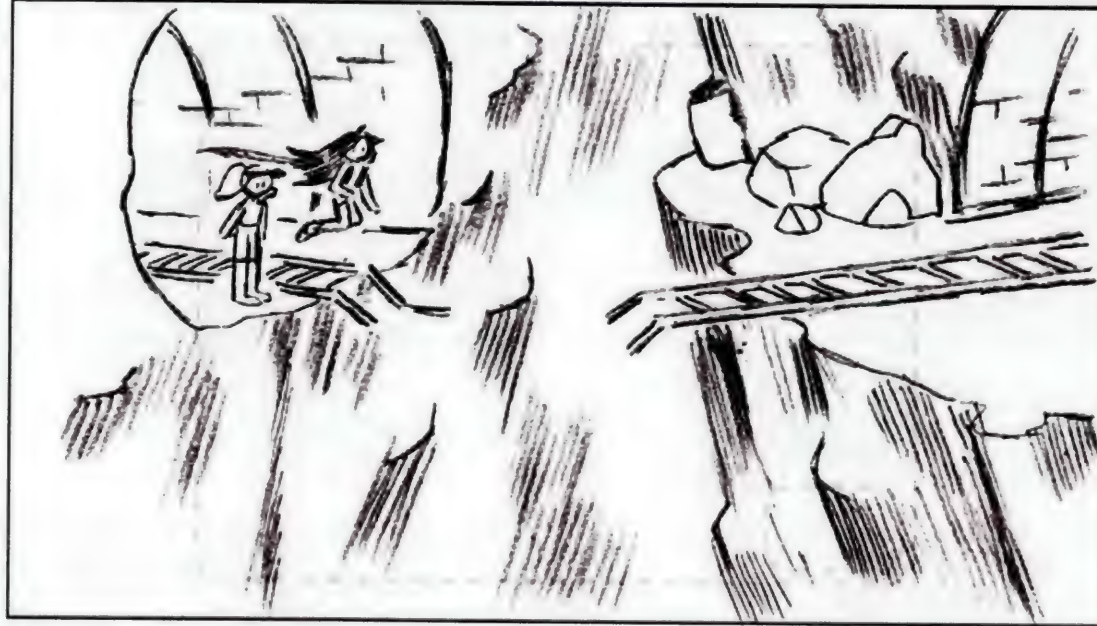
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Sc. 76

Pnl. A

Bg.

day night

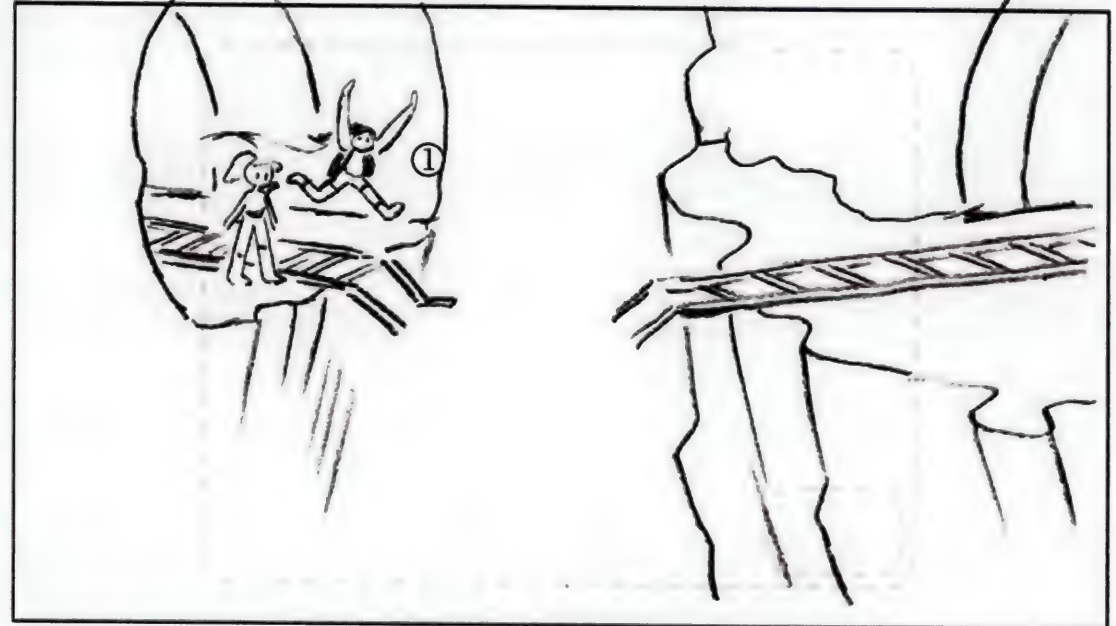


Sc. 76 cont

Pnl. B

Bg.

day night



Dialog:

① THE BROKEN BRIDGE!

(ECHOES)

Action:

FEB 04 2015

Timing:



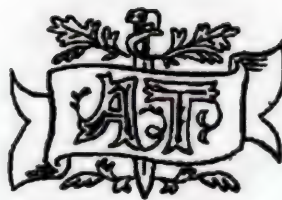
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Production :

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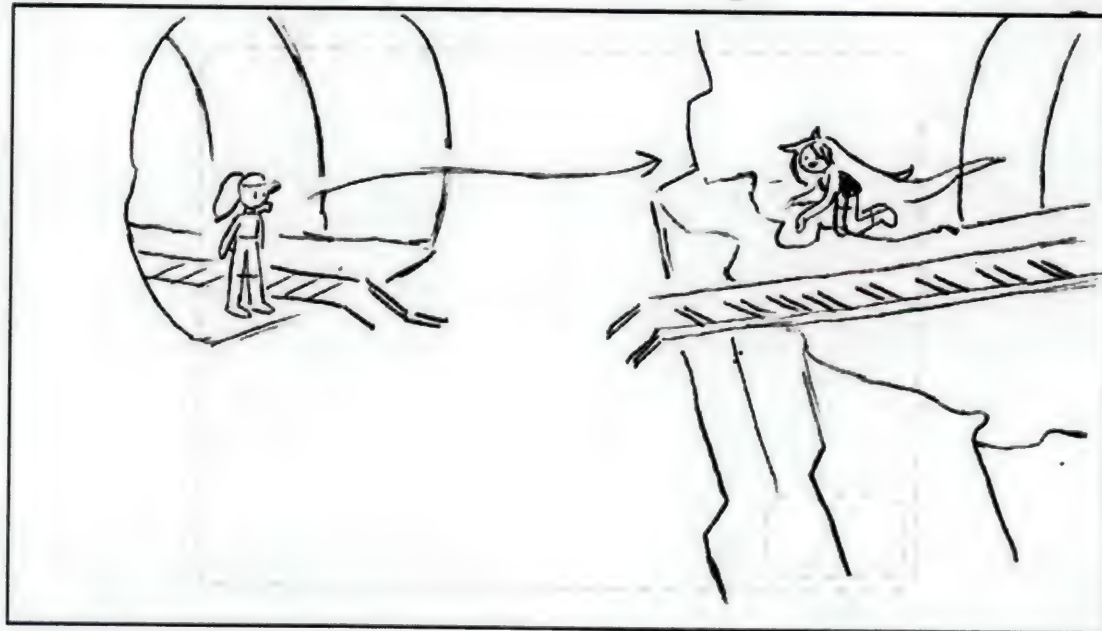
ADVENTURE TIME

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Sc. 76 CONT Pnl. C

Bg.

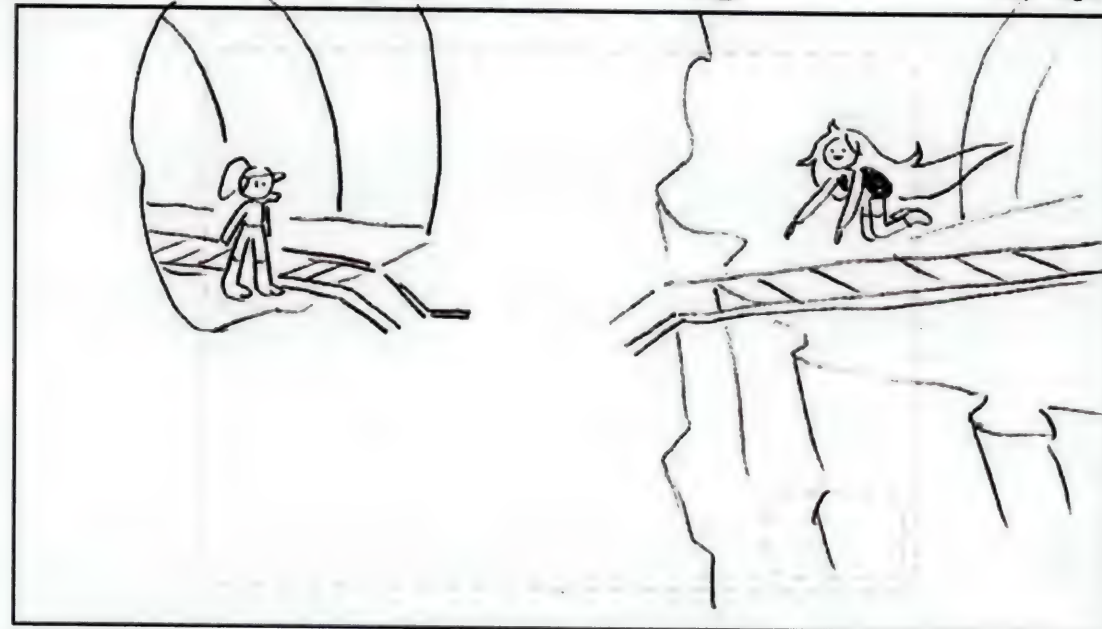
day night



Sc. 76 CONT Pnl. D

Bg.

day night



Dialog:

M REMEMBER?

M YOU JUMPED ACROSS THIS!

Action:

- M FLOATS ACROSS GAP.

FEB 04 2015

Timing:

Production :

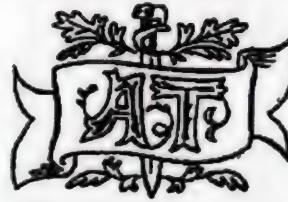
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ADVENTURE TIME



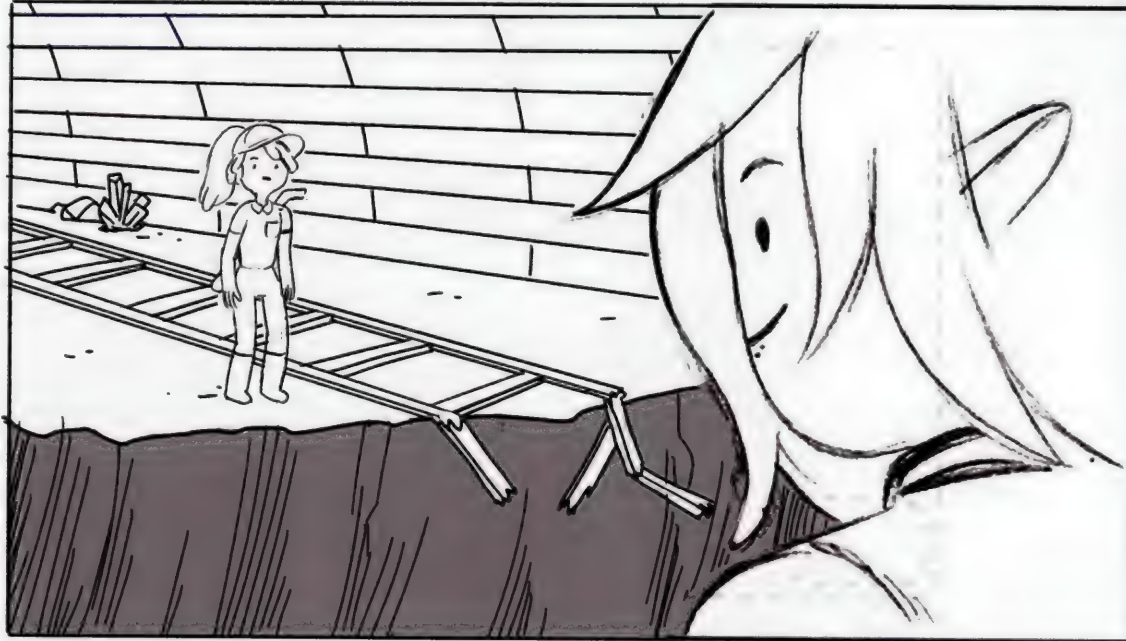
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Sc. 77

Pnl. A

Bg.

day night



Sc. 77 cont Pnl. B

Bg.

day night



Dialog:

① YOU WERE SO SCARED!

Action:

FEB 04 2015

Timing:

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Production :

1034/208

1034/208

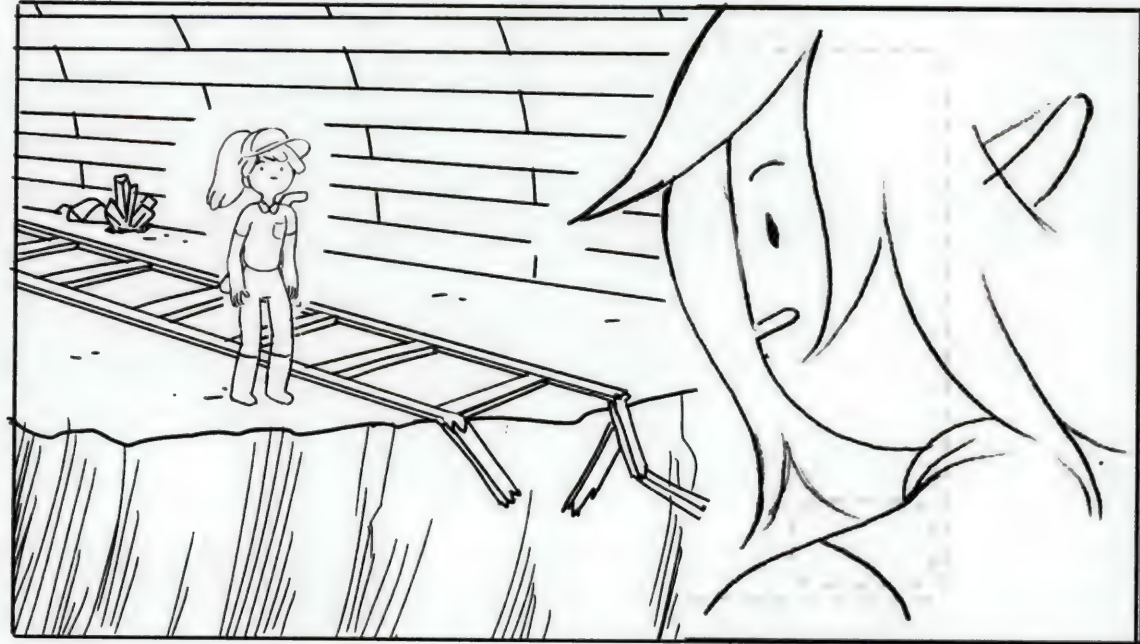
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ADVENTURE TIME

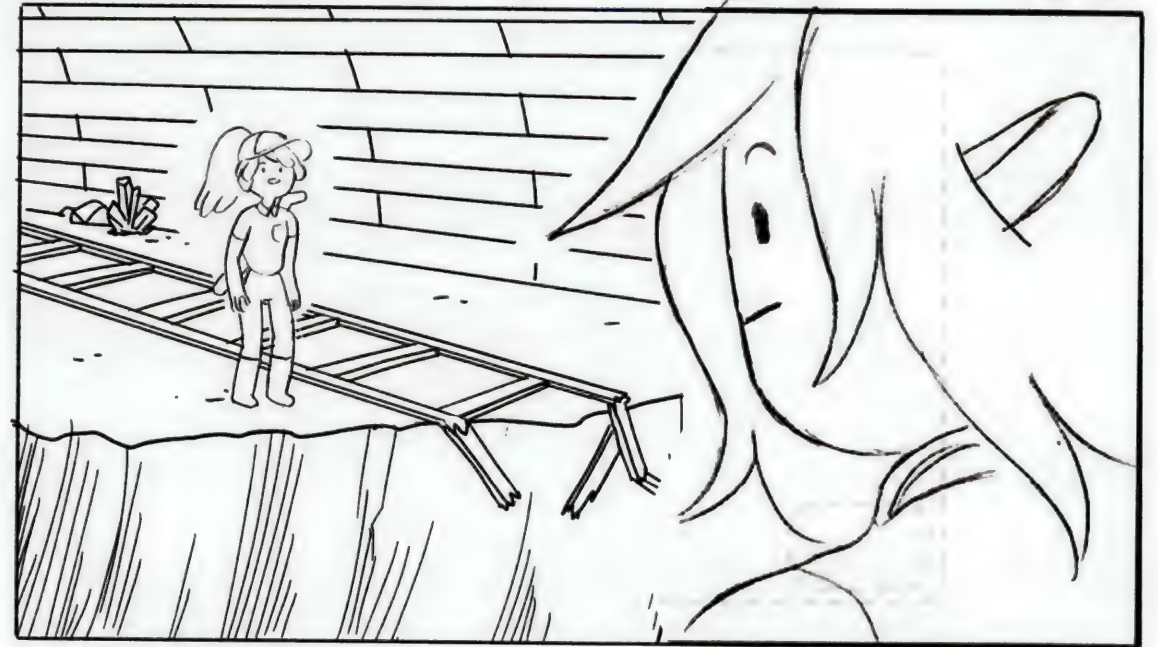


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Sc. 77 CONT Pnl. C Bg. day night



Sc. 77 CONT Pnl. D Bg. day night



Dialog:	(PB) HM	(PB) I THINK I WAS JUST TRYING TO PROVE SOMETHING.
Action:		
Timing:		

FEB 04 2015

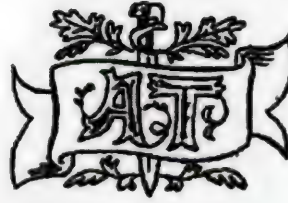
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ADVENTURE TIME



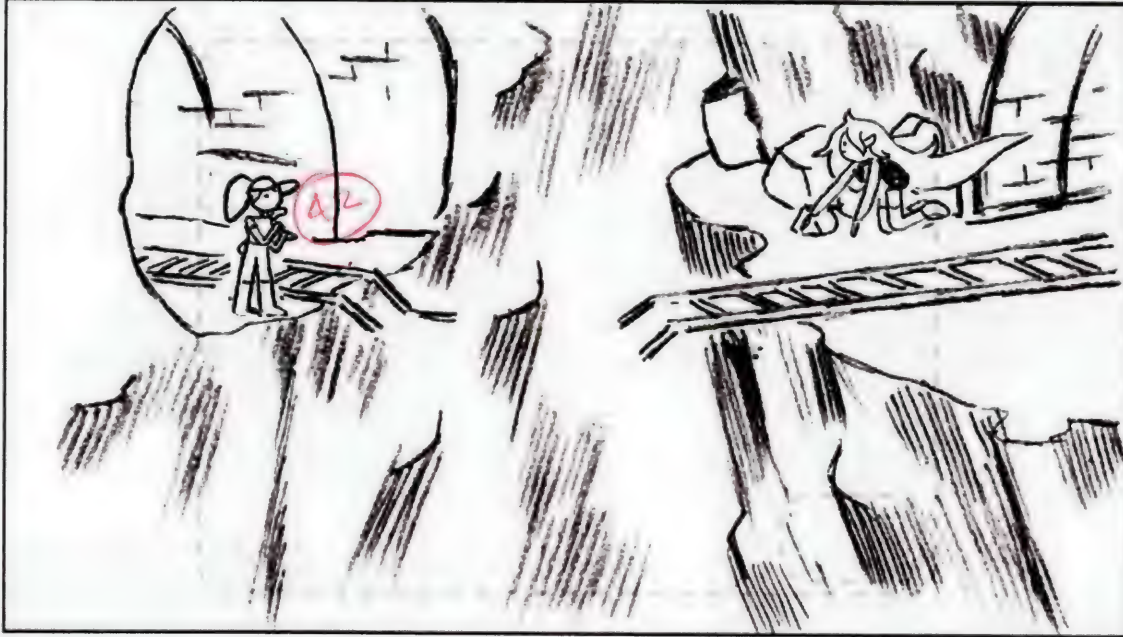
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Sc. 78

Pnl. A

Bg.

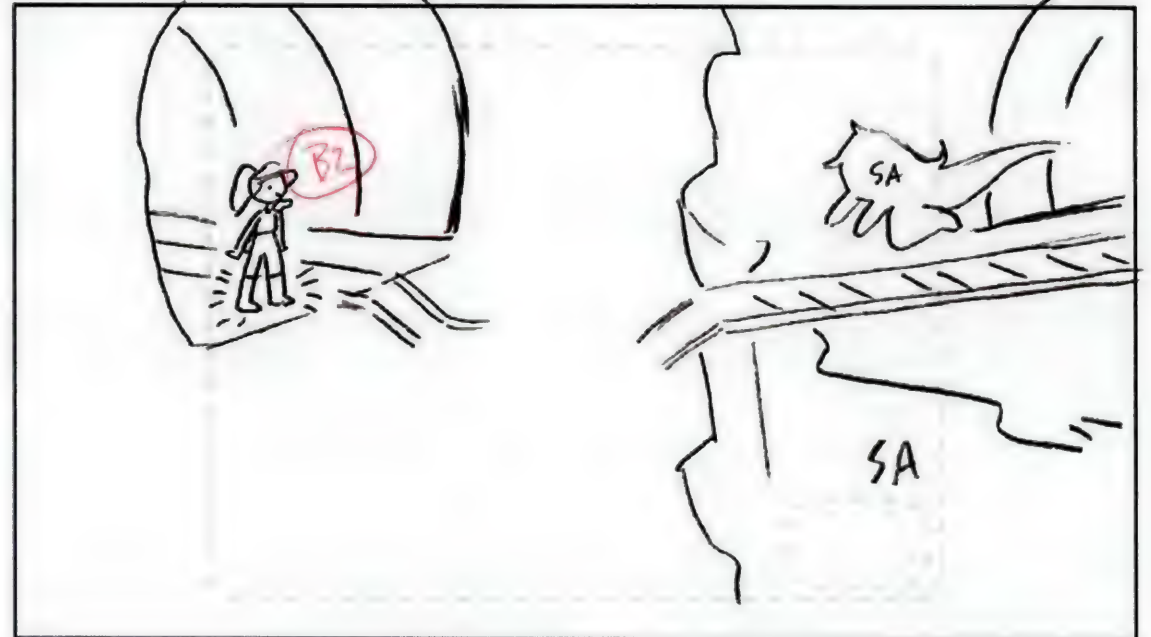
day night



Sc. 78 cont Pnl. B

Bg.

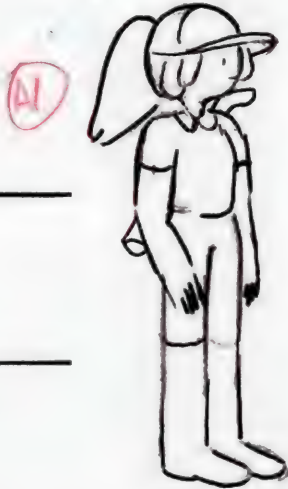
day night



Dialog:

Action:

Timing:



SFX: *CLIK*



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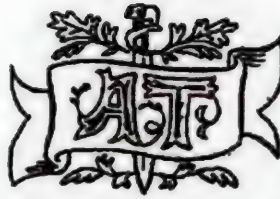
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EPISODE #

Production :

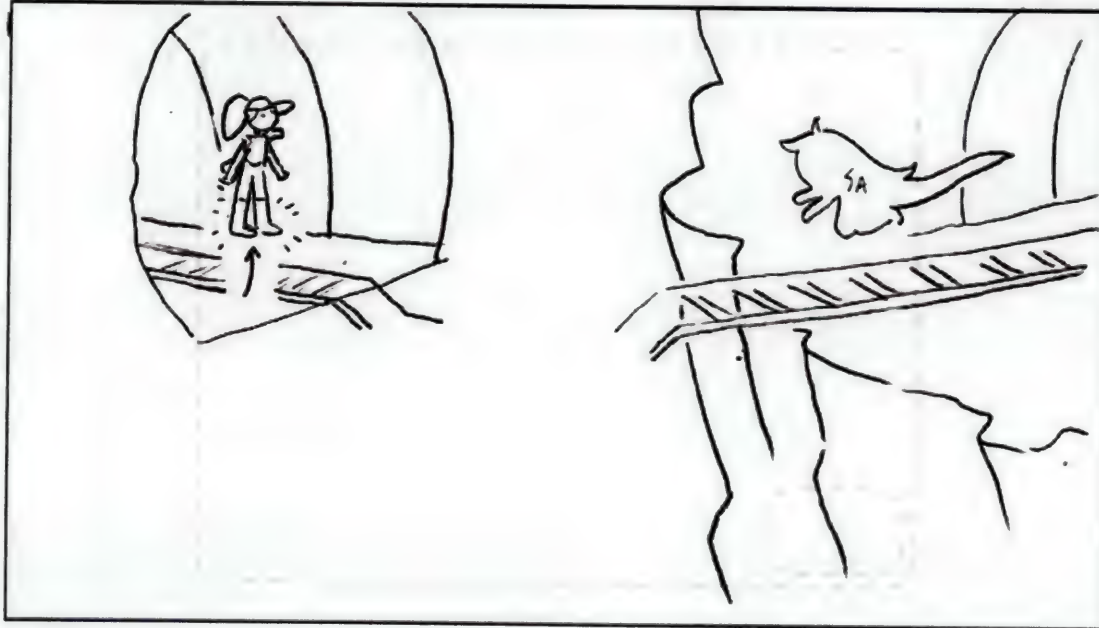
1034/208

ADVENTURE TIME

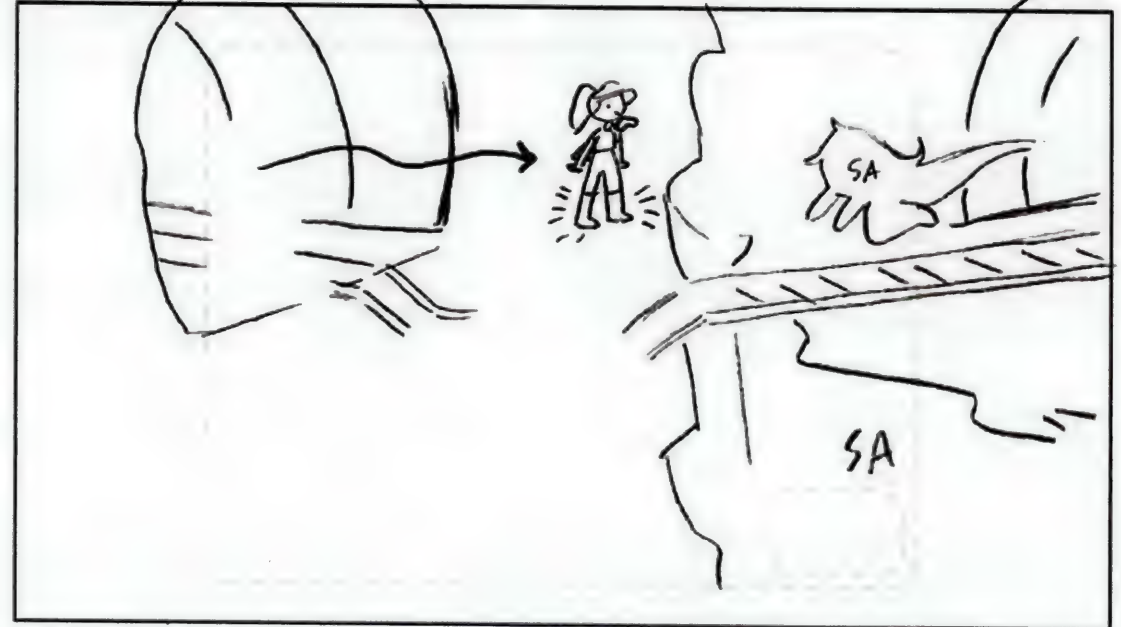


Page 116

Sc. 78 CONT Pnl. C Bg. day night



Sc. 78 CONT Pnl. D Bg. day night



Dialog:

SFX: * VMMMMM *

Action:

PB FLOATS UP

-PB SLOWLY FLEES OVER CHASM.

FEB 04 2015

Timing:

EPISODE# 1034-208

1034/208

Production :

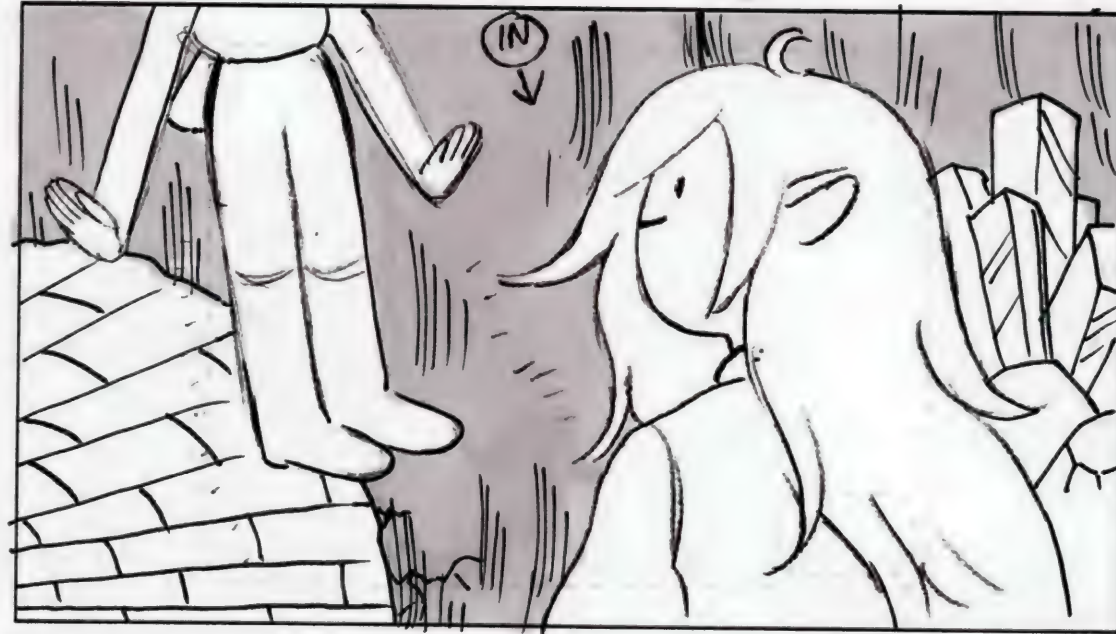
1034/208

ADVENTURE TIME

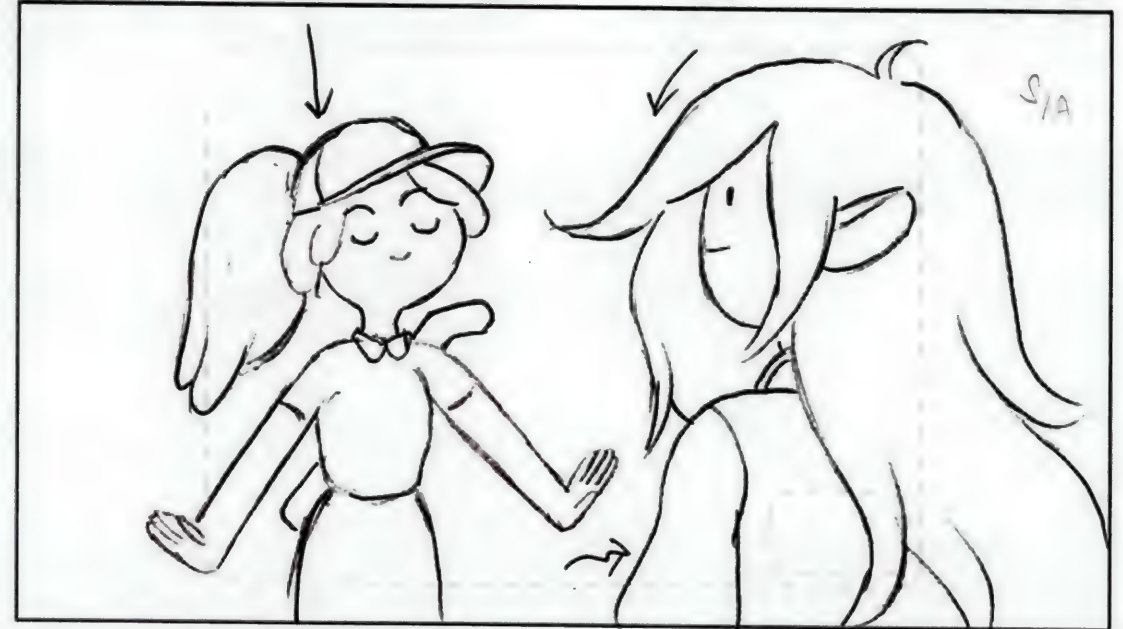


Page 117

Sc. 79 Pnl. A Bg. day night



Sc. 79 cont Pnl. B Bg. day night



Dialog:		SFX * PSSSS SHEWWWW * (BOOTS POWER DOWN)	
Action:	- PB FLOATS DOWN ON/S.	- PB ALIGHTS, BOOTS - M BACKS UP TO MAKE ROOM.	FEB 04 2015
Timing:			

EPISODE # 1034-208

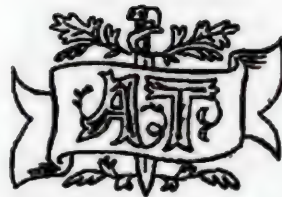
1034/208

Production :

1034/208

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ADVENTURE TIME



Sc. 79 CONT Pnl. C Bg. day night



Sc. 79 CONT Pnl. D Bg. day night



Dialog:

(M) BONNIBEL BUBBLGUM,
ALWAYS SOOOO PREPARED.

(PB) YEAH! I HAVE TO BE --

Action:

FEB 04 2015

Timing:

EPISODE # 1034-208

1034/208

Production :

1034/208

ADVENTURE TIME



Page 119

Sc. 79 CONT Pnl. E

Bg.

day night



Sc. 79 CONT Pnl. F

Bg.

day night



Dialog:

(PB) "ALWAYS SO PREPARED"
WE CAN'T ALL JUST "WING IT"

Action:



-M. LOOKS A LITTLE HURT.

FEB 04 2015

Timing:

1034-208

EPISODE #

1034/208

Production :

1034/208

ADVENTURE TIME



Sc. **79 CONT** Pnl. **6**

Bg.

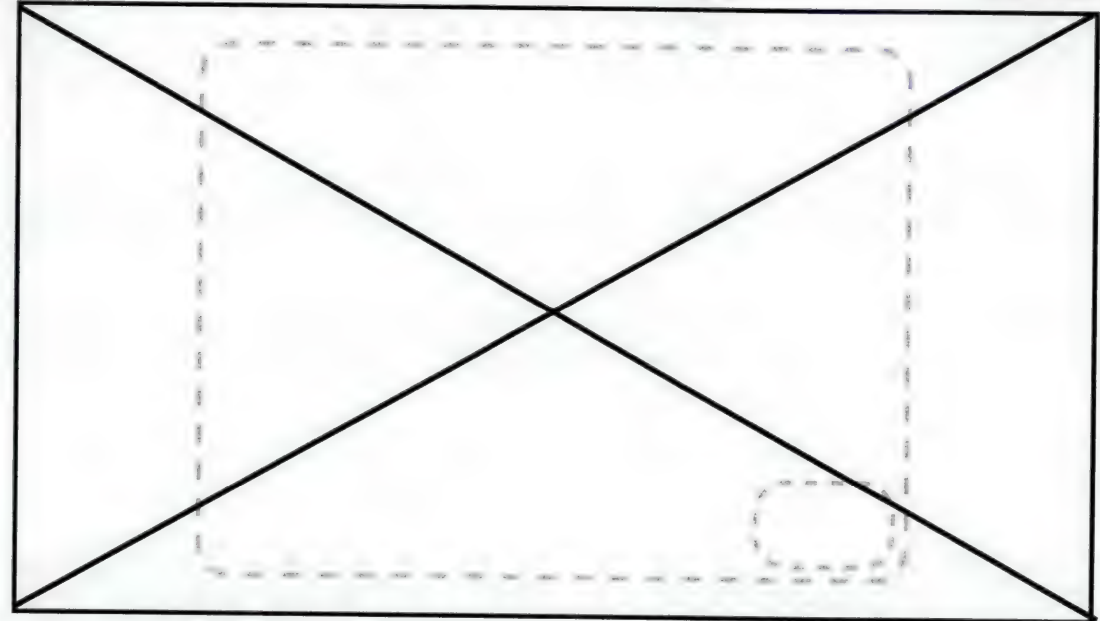
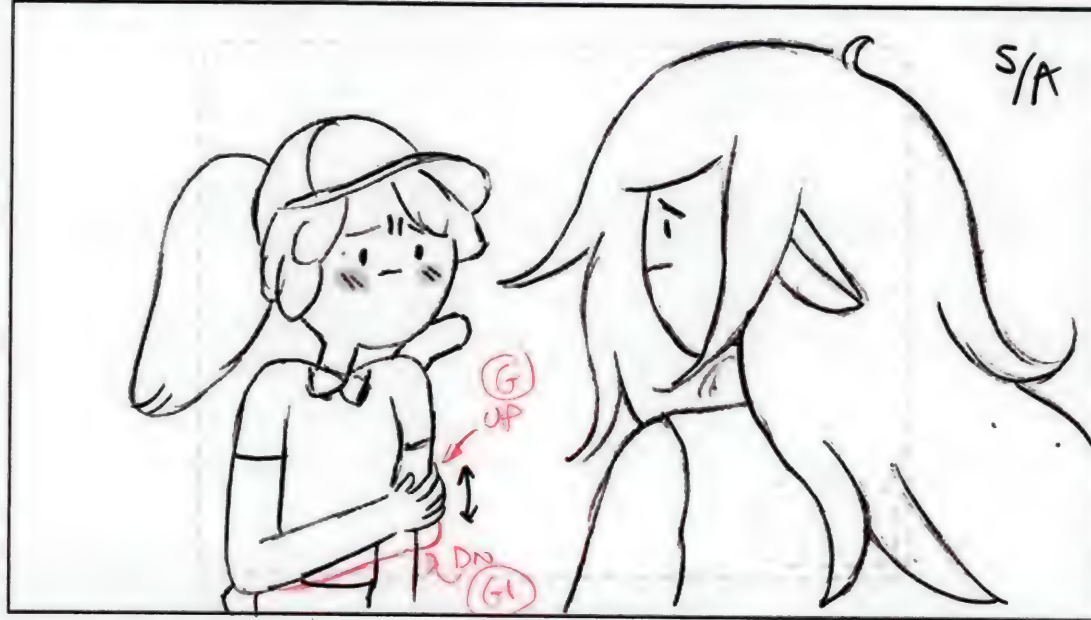
day night

Sc.

Pnl.

Bg.

Page **120**
NO PGS 121-122
 day night



Dialog:

(PB)

Action:

-PB GETS EMBARRASSED, RUBS ARM.

Timing:

FEB 04 2015

EPISODE #

1034-208

Production :

1034/208

1034/208

ADVENTURE TIME



Page 123

Sc. 79 *CONT* Pnl. H Bg. day night



Sc. 79 *CONT* Pnl. I Bg. day night



Dialog:

(PB) I DIDN'T ALWAYS HAVE TO WORRY
ABOUT SO MANY THINGS, YOU KNOW?
THE CANDY KINGDOM USED TO BE --

(PB) SO SMALL.

Action:



ARMS
TURN
w/ HES
DOWNS
(HE)

Timing:

FEB 04 2015

Production :

EPISODE # 1034-208

1034/208

1034/208

ADVENTURE TIME



Page 124

Sc. 79 *cont* Pnl. J Bg. day night



Sc. 79 *cont* Pnl. K Bg. day night



Dialog:

(PB) SO ... MANAGEABLE.

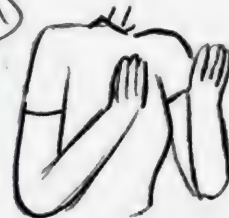
(PB) BUT THEN IT KEPT GROWING
AND GROWING!

FEB 04 2015

Action:

Timing:

(K1)



(K2)



TWIST
ARMS
AROUND



Production :

EPISODE # 1034-208

1034/208

1034/208

ADVENTURE TIME



Hu
Art

No Scenes

Page 125

Sc. 79 *CONT* Pnl. L Bg. 80-81 day night



Sc. 82 Pnl. A Bg. day night



Dialog:

(PB) AND THERE WAS ALWAYS SOME
NEW DISASTER TO PREPARE
AGAINST.

(M)

FEB 04 2015

Action:

-M. LOOKS AWAY

Timing:

EPISODE #
1034/208
1034-208

Production :

1034/208

ADVENTURE TIME



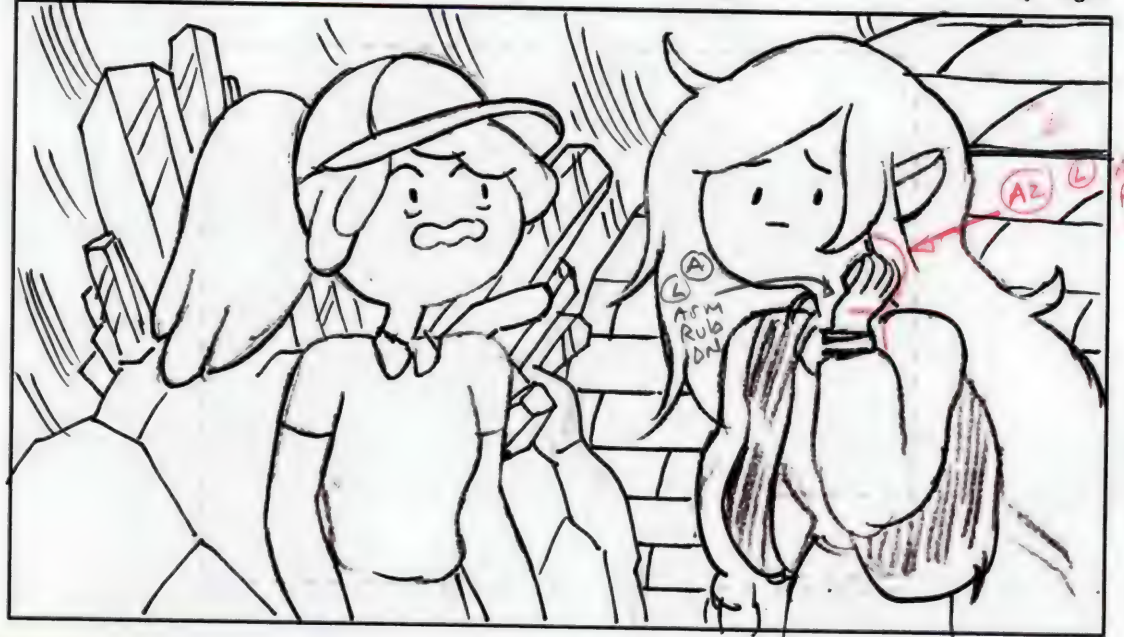
HV
Curt

Page 126

Sc. 82 CONT Pnl. B Bg. day night



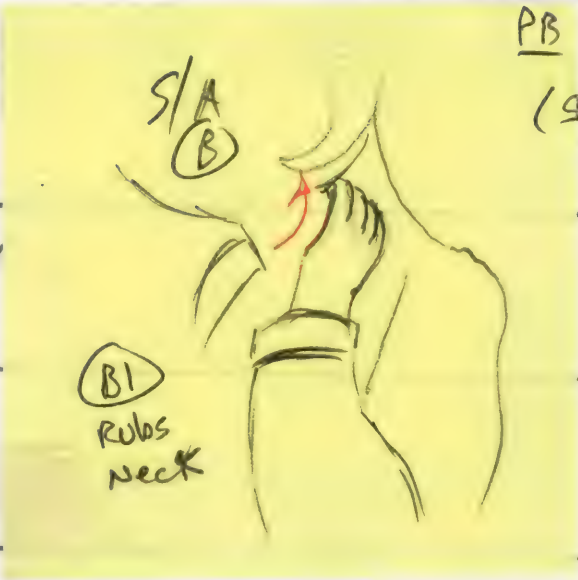
Sc. 83 Pnl. A Bg. day night



Dialog:
(M) IS THAT... WHY YOU STOPPED TALKING TO ME... ?

Action:
-M. RUBS NECK SELF-CONSCIOUSLY

Timing:



PB: NO! I ...UH... (STAMMERING)

(A1)

FEB 04 2015

S/A

EPISODE # 1034-208
1034/208

Production :

1034/208

ADVENTURE TIME



*Hu
cut*

Page 127

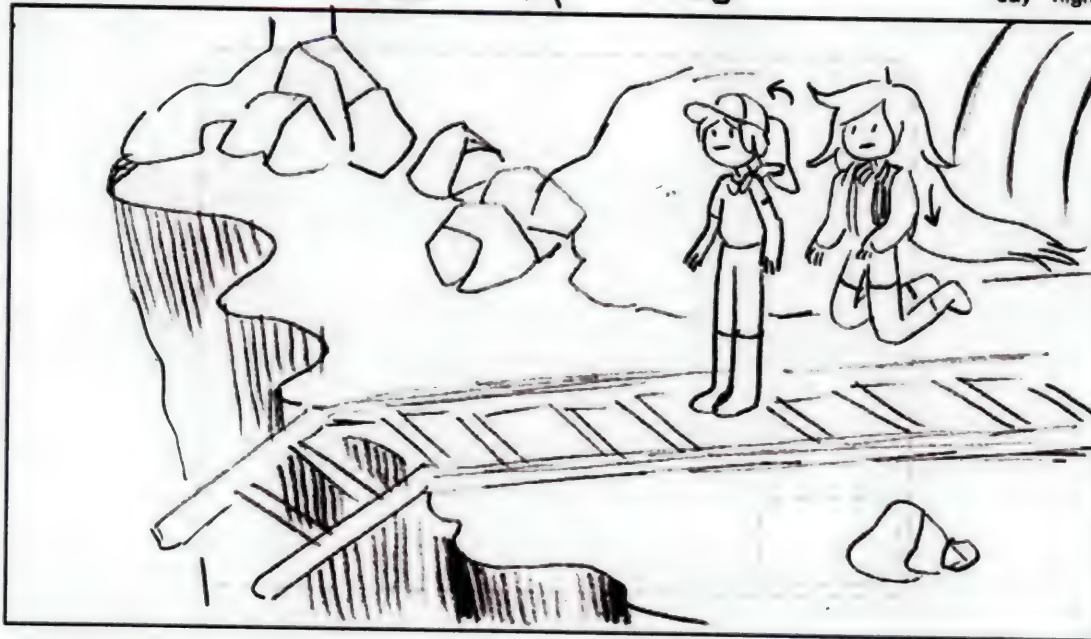
*Hu
cut*

Sc. 83 *cont* Pnl. B Bg. day night



S/A

Sc. 84 Pnl. A Bg. day night



Dialog:

o/s

M.V.: **GRRRRR** ————— **BOOWL**

Action:

- M + PB HEAR DEEP GROWLING NEARBY.

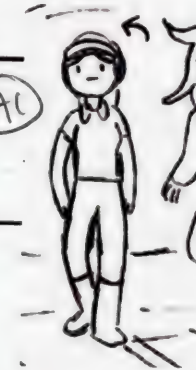
- PB + M. TURN TOWARDS CHASM

(AC)

Timing:

MVC
(B1) *○* *○*

FEB 04 2015



Production :

EPISODE # 1034-208

1034/208

1034/208

HV
cut

ADVENTURE TIME



Page 128

Sc. 85

Pnl. A

Bg.

day night



Sc. 85 CONT Pnl. B

Bg.

day night



Dialog:

Action:

-PB + M LOOK AT EACH OTHER

FEB 04 2015

Timing:

EPISODE #

1034-208

1034/208

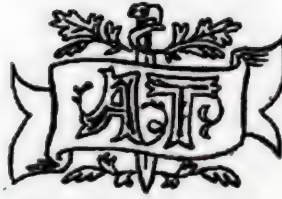
Production :

1034/208

1034/208

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ADVENTURE TIME



Sc. 85 CONT Pnl. C

Bg.

day night



Sc. 85 CONT Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

-PB NODS DECISIVELY.

-PB RAISES VARMIN'T GUN.

FEB 04 2015



HW
W

1034-208

EPISODE #

1034/208

Production :

1034/208

HO
GUT

ADVENTURE TIME



Page 130

HO
GUT

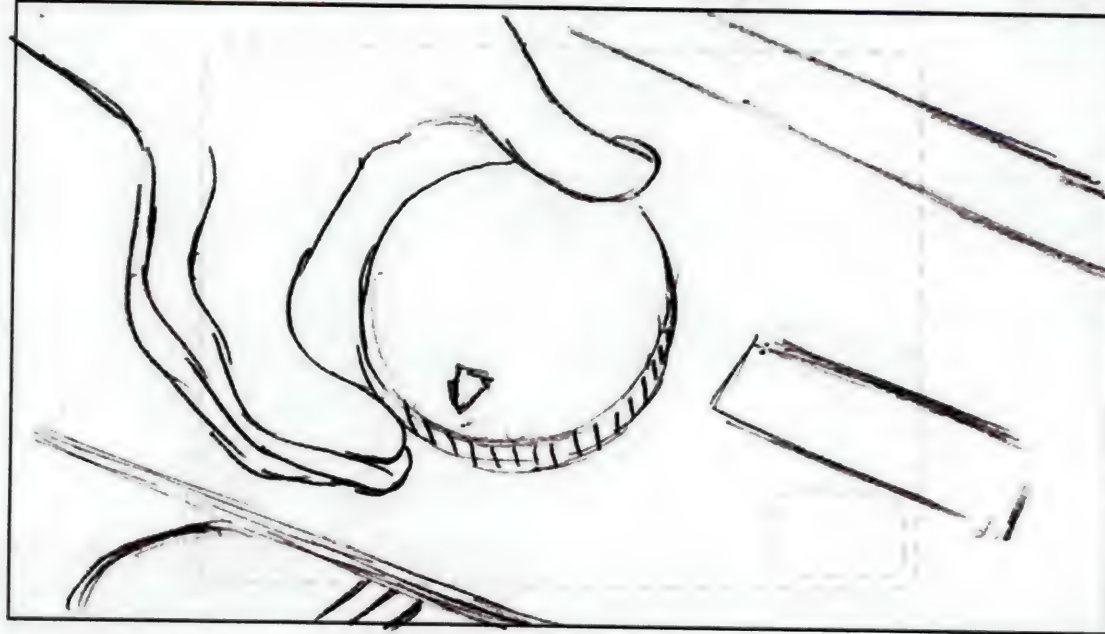
Sc. 86

Pnl. A

A

Bg.

day night



Sc. 86 cont

86 cont

Pnl. B

Bg.

day night



Dialog:

SFX *CLICK*

Action:

- PB SETS VARMINT GUN TO '2-GUN' MODE.

Timing:

FEB 0 4 2015

EPISODE #

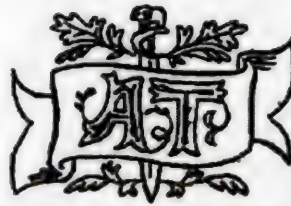
1034-208

1034/208

Production :

1034/208

ADVENTURE TIME



Page 131

Sc. 87

Pnl. A

Bg.

day night



Sc. 87 CONT

Pnl. B

Bg.

day night



Dialog:

SFX: *BLAM*

Action:

- PB TURNS VARMINT GUN

- PB CREATES SECOND GUN IN
HER OTHER HAND

FEB 04 2015

Timing:

EPISODE #

1034/208 1034-208

Production :

1034/208

ADVENTURE TIME

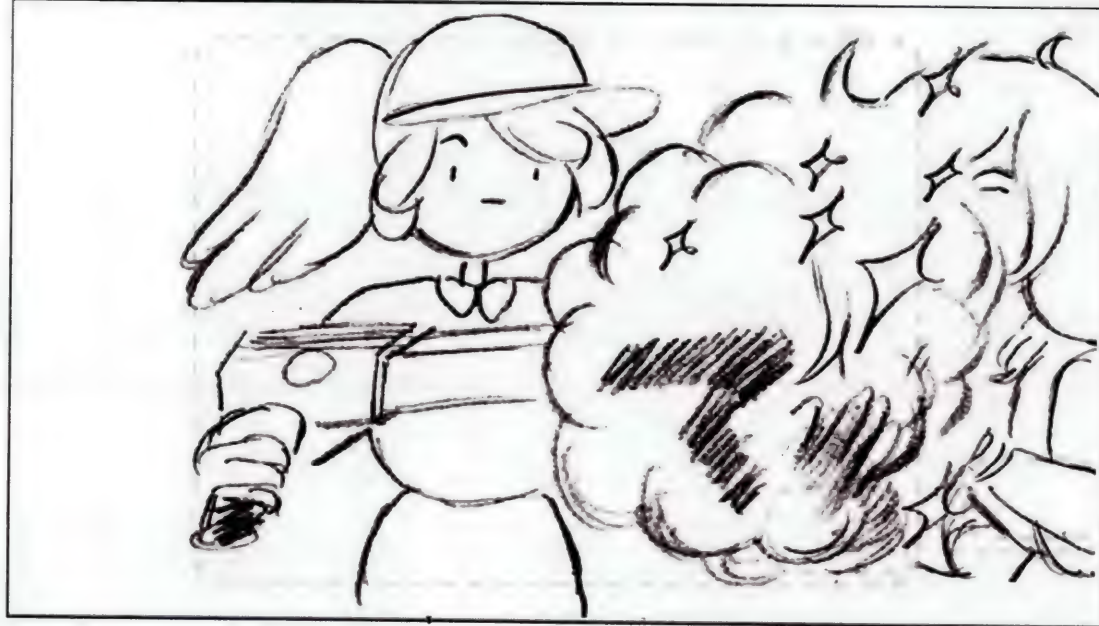


Page **132**

Sc. **87 cont** Pnl. **C**

Bg.

day night



Sc. **87 cont** Pnl. **D**

Bg.

day night



Dialog:

Action:

Timing:

SFX: ***CCCRACK***



EPISODE #

1034-208

1034/208

Production :

1034/208

ADVENTURE TIME



Sc. 87 cont Pnl. E Bg. day night



Sc. 87 cont Pnl. F Bg. day night



Dialog:

MARCELING: <INHALE>

M: (LONG LOW GROWL)
RRRRRR

Action:

-M. STARTS TRANSFORMING

Timing:

FEB 04 2015

EPISODE #

1034-208

1034/208

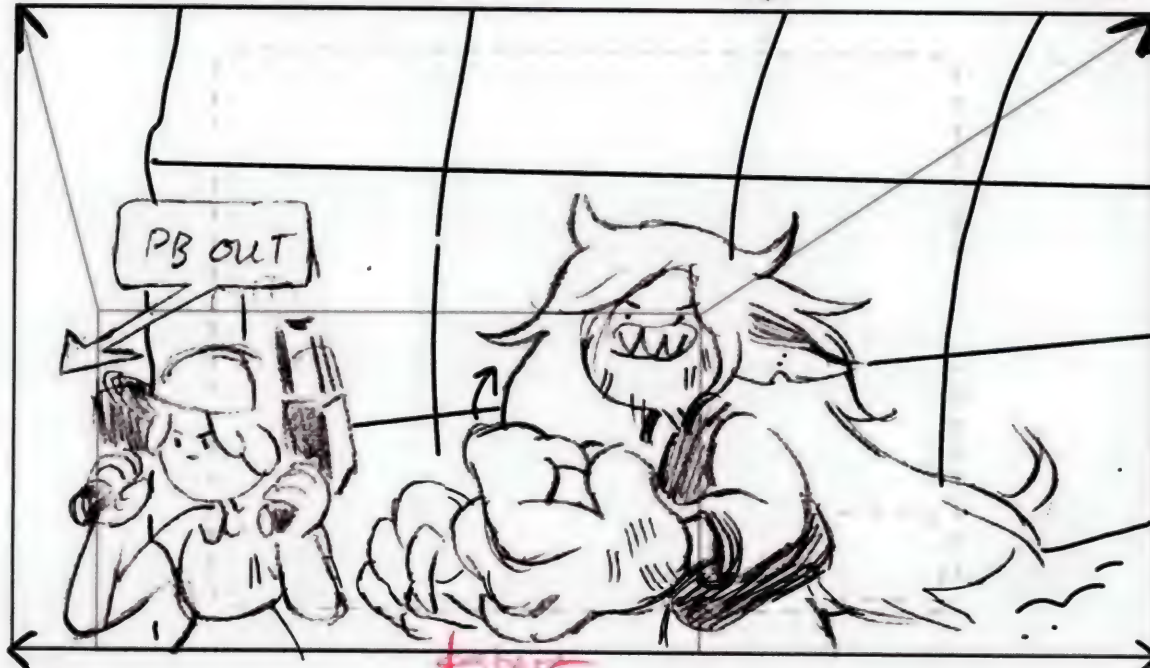
Production :

ADVENTURE TIME

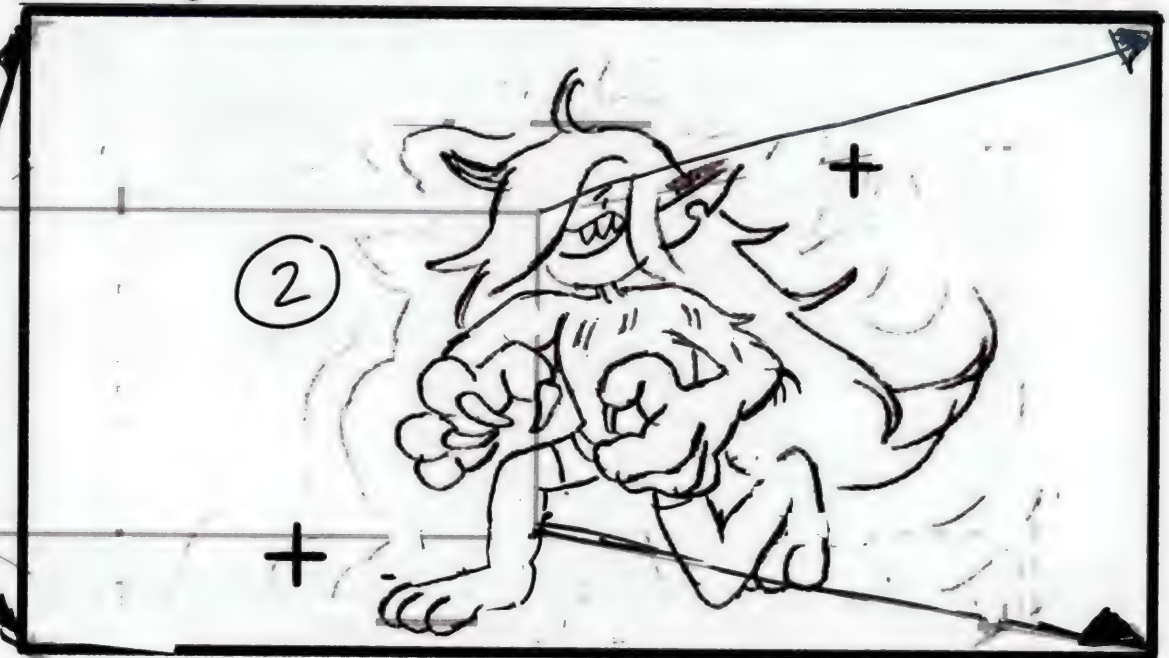


Page 134

Sc. 87 CONT Pnl. 6 Bg. day night



Sc. 87 CONT Pnl. H Bg. day night



Dialog:
 Diag truck out
 M: (LONG LOW GROWL)
 RRRRRR

Action:
 - camera out
 - PB HUSTLES OFF/S.
 - camera out as
 M IS TRANSFORMING

Timing:



FEB 04 2015

1034/208

EPISODE # 1034-208
 1034/208

ADVENTURE TIME



Page 135

Sc. 87 CONT Pnl. I

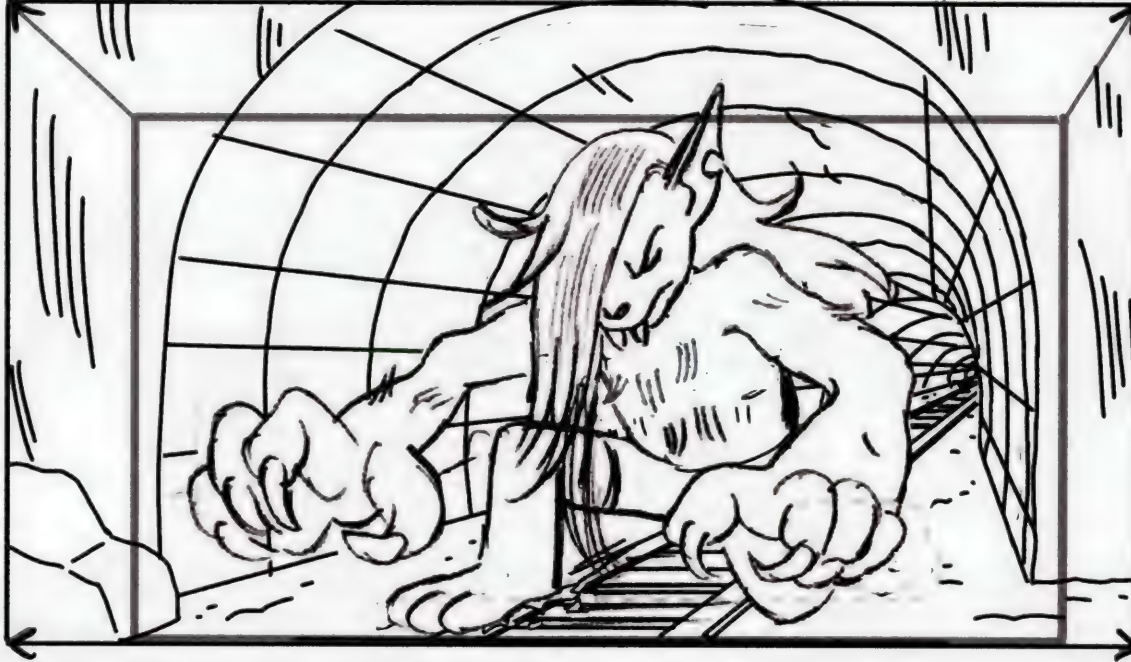
Rn

day night

Sc. 87 CONT Pnl. J

Bg.

day night



Dialog:

M: (LONG LOW GROWL)
RRRRRR

Action:

- M. FORMS INTO HONEY BADGER MONSTER

- M. TOSSES HEAD BACK

Timing:

FEB 04 2015

Production :

EPISODE #

1034-208

1034/208

1034/208

ADVENTURE TIME



Page 136

Sc. **87 CONT** Pnl. **K** Bg. day night



Sc. **88** Pnl. **A** Bg. day night



Dialog:

Action:

Timing:



② HISSSS

FEB 04 2015

1034-208

EPISODE #

1034/208

Production :

1034/208

ADVENTURE TIME



cut

Page 137

Sc. 88 *cont* Pnl. B

Bg.

day night

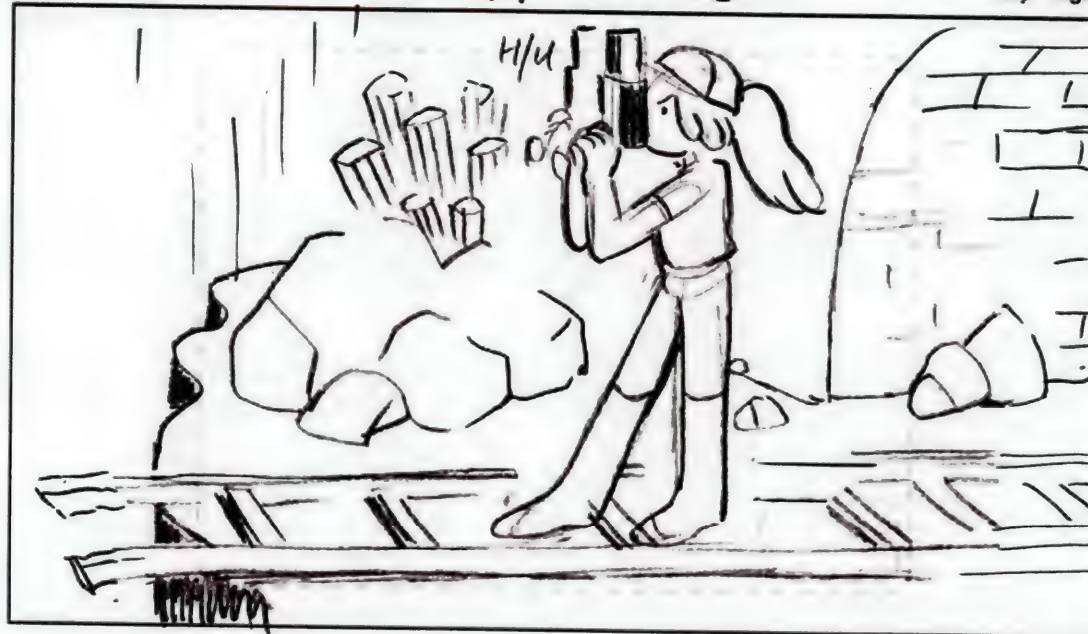


Sc. 89

Pnl. A

Bg.

day night



Dialog:

(VU)
M.V.: [GROWLING APPROACHING]

Action:

HAIR FALLS BACK DOWN

FEB 04 2015

Timing:

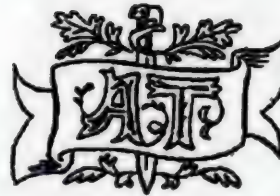
EPISODE # 1034-208

1034/208

Production :

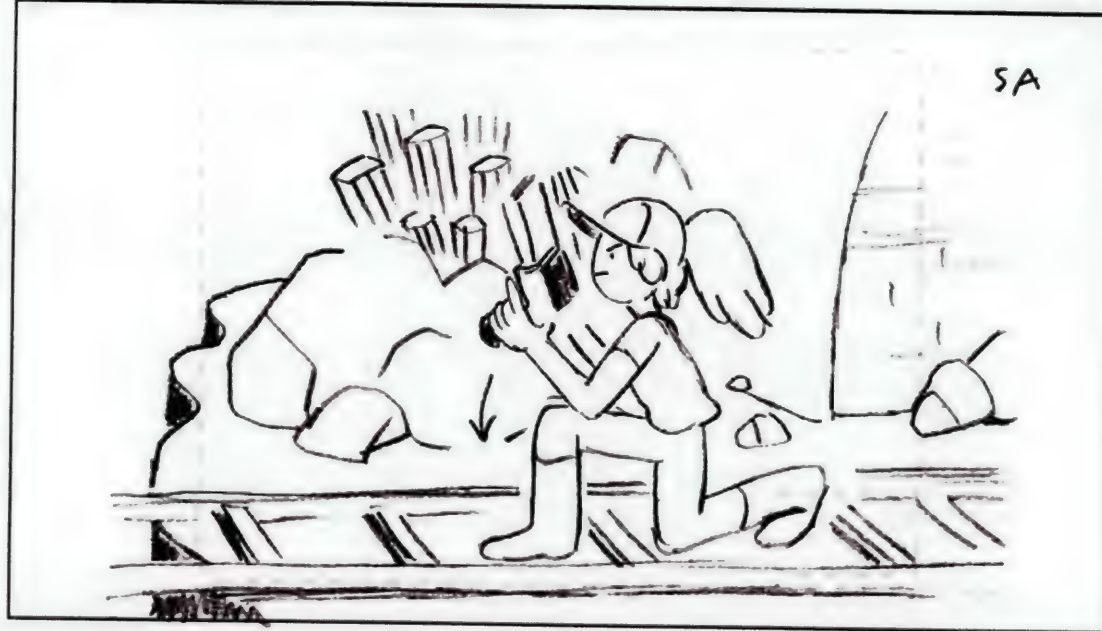
1034/208

ADVENTURE TIME

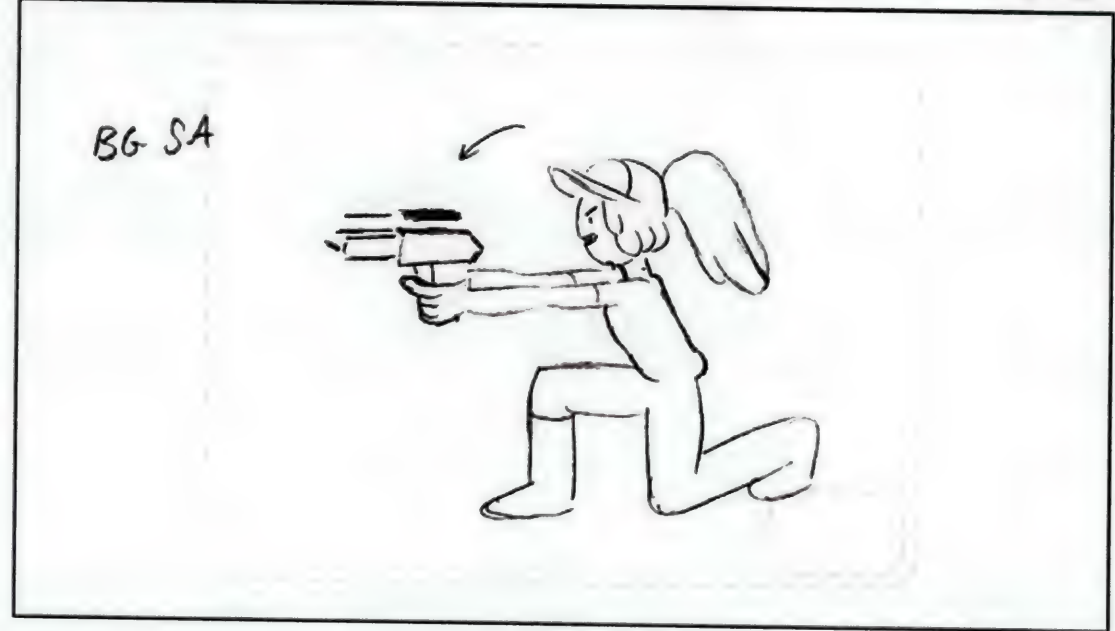


Page **138**

Sc. **89 cont** Pnl. **B** Bg. day night



Sc. **89 cont** Pnl. **C** Bg. day night



Dialog:

Action:

-PB DROPS TO ONE KNEE.

-PB AIMS

Timing:

FEB 04 2015

EPISODE #

1034-208

1034/208

Production :

1034/208

Ho Cut

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1034/208

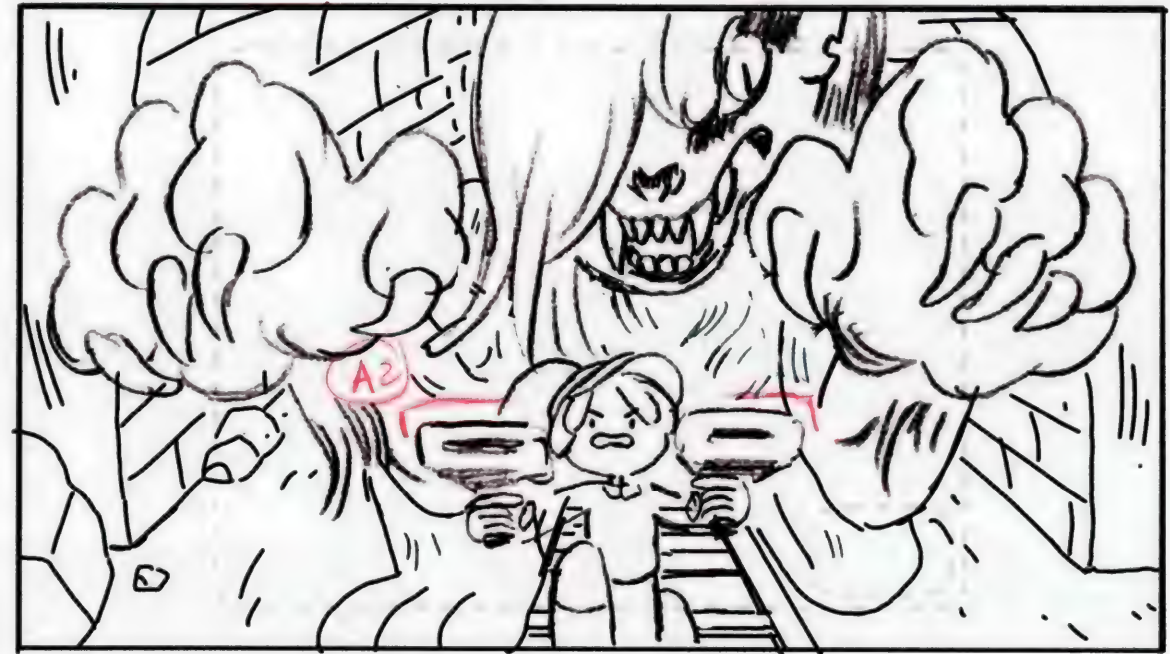
His
ant

ADVENTURE TIME

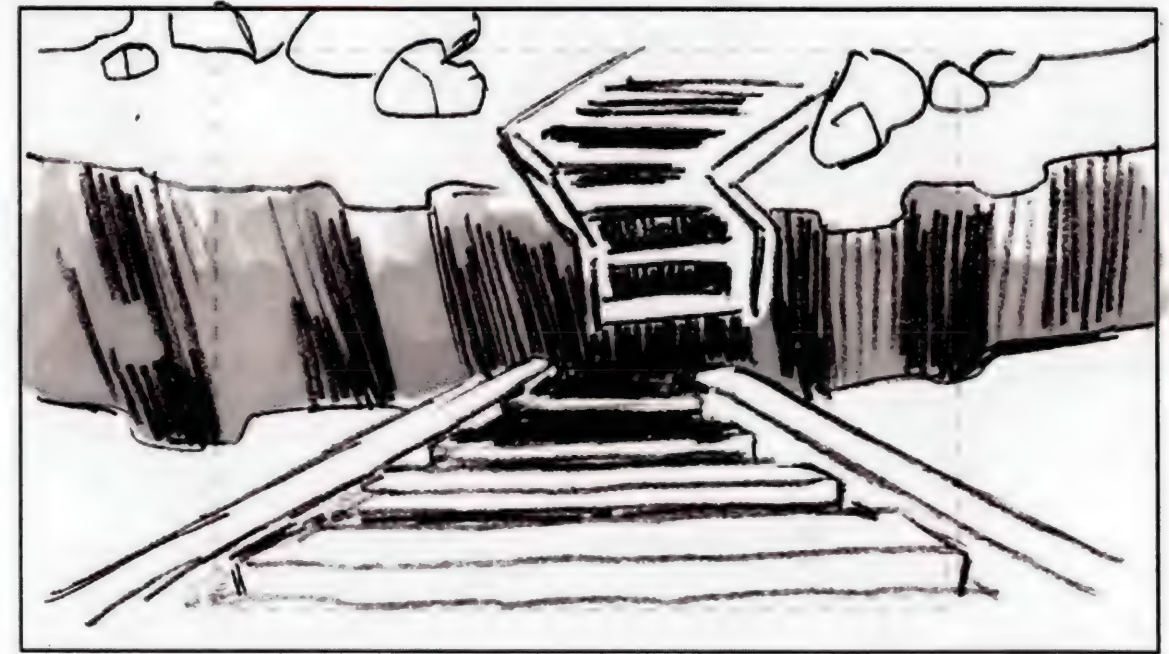


ant

Sc. 90 Pnl. A Bg. day night



Sc. 91 Pnl. A Bg. day night



Dialog: (PB) BRING IT, YA DERN PUMPKIN' MUNCHERS

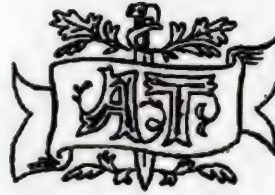
Action: opens paws slightly

Timing: (AI)

FEB 04 2015

EPISODE # 1034/208 1034-208
Production : 1034/208

ADVENTURE TIME

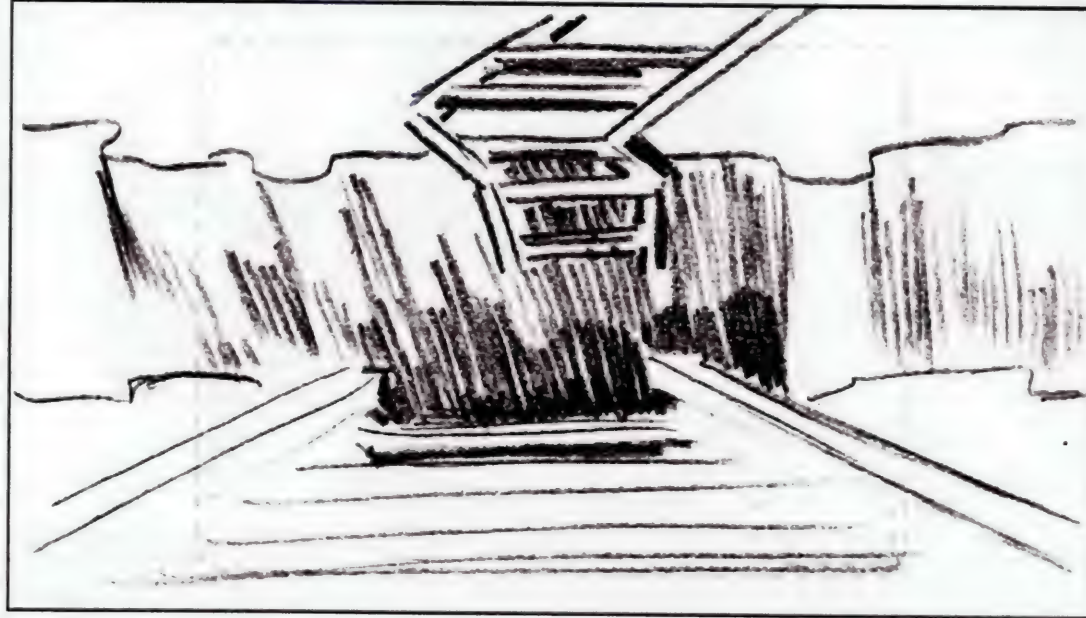


Page 140

Sc. 91 CONT Pnl. B

Bg.

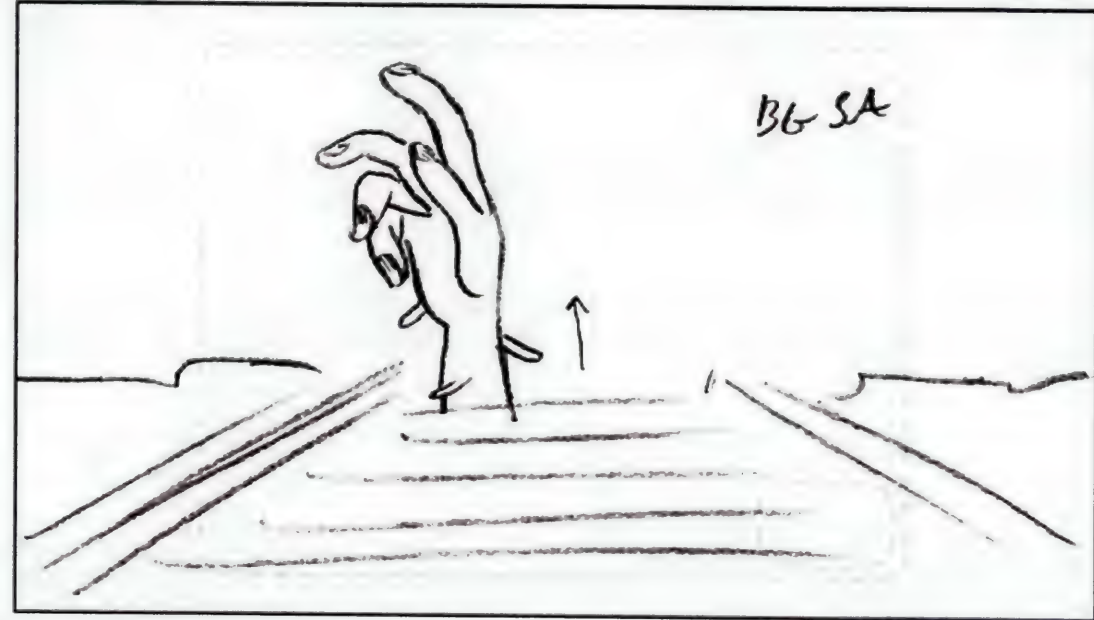
day night



Sc. 91 CONT Pnl. C

Bg.

day night



Dialog:

MV: GRRRRR

Action:

- M.V. REACHES ON/S.

FEB 04 2015

Timing:

1034-208

EPISODE #

1034/208

Production :

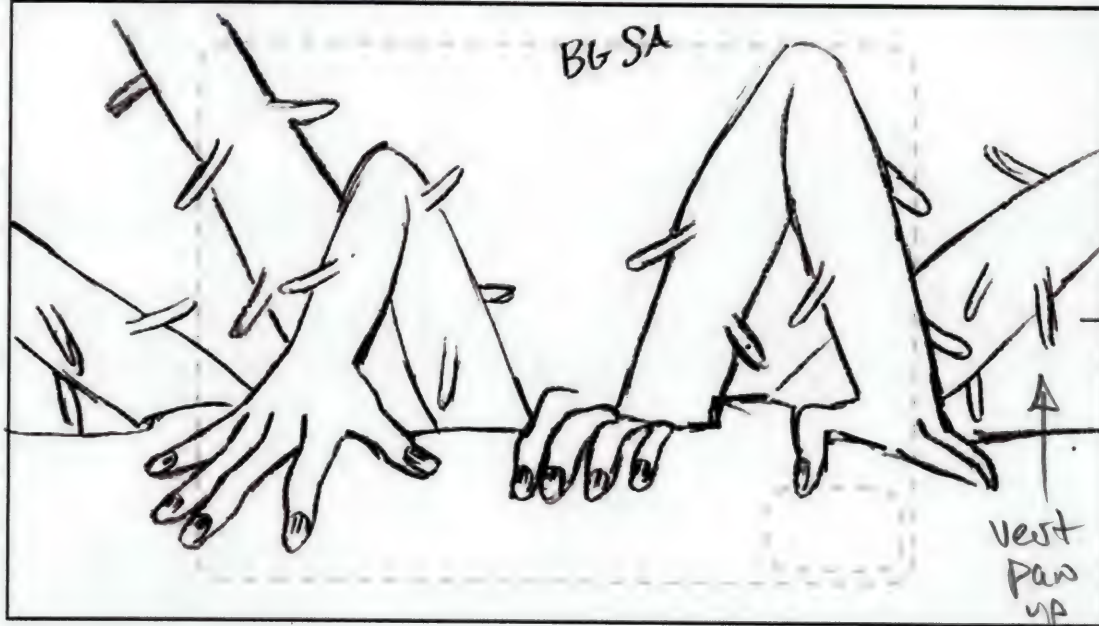
1034/208

ADVENTURE TIME

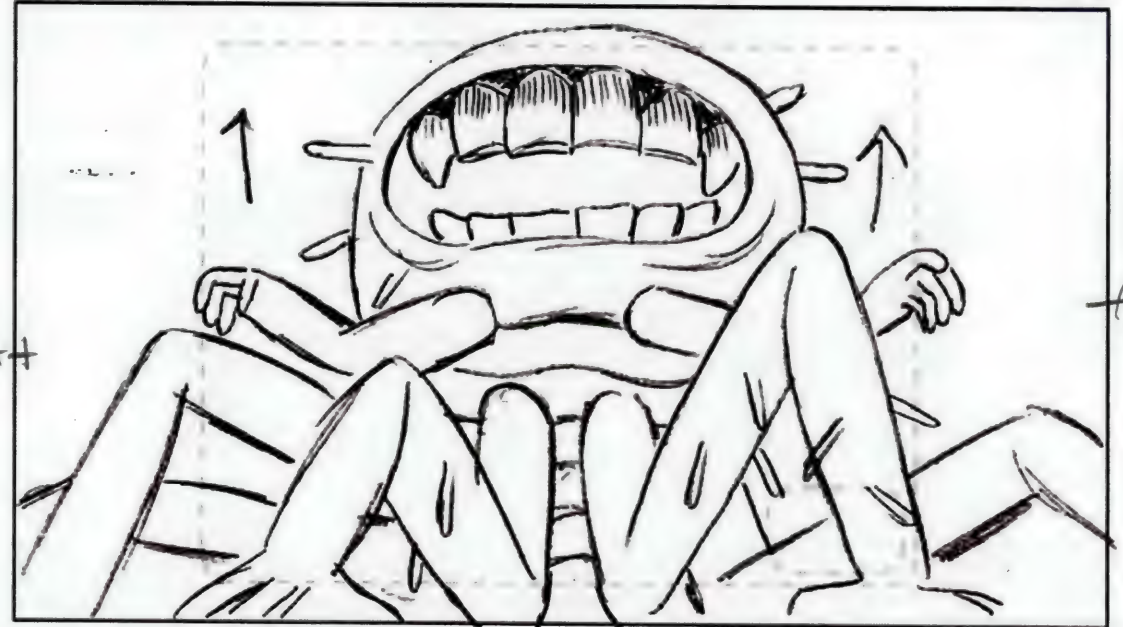


Page 141

Sc. 91 CONT Pnl. D Bg. day night



Sc. 91 CONT Pnl. E Bg. day night



Dialog:

vert pan
up w/ M.V.A.S.

MOTHER
VARMINT:

GROOOOWL

Action:

- MORE ARMS CLIMB ON/S.

- MOTHER VARMINT PULLS HERSELF
INTO VIEW. ADJ W/ ACTION.

FEB 0.4 2015

Timing:

EPISODE #

1034-208

1034/208

Production :

1034/208

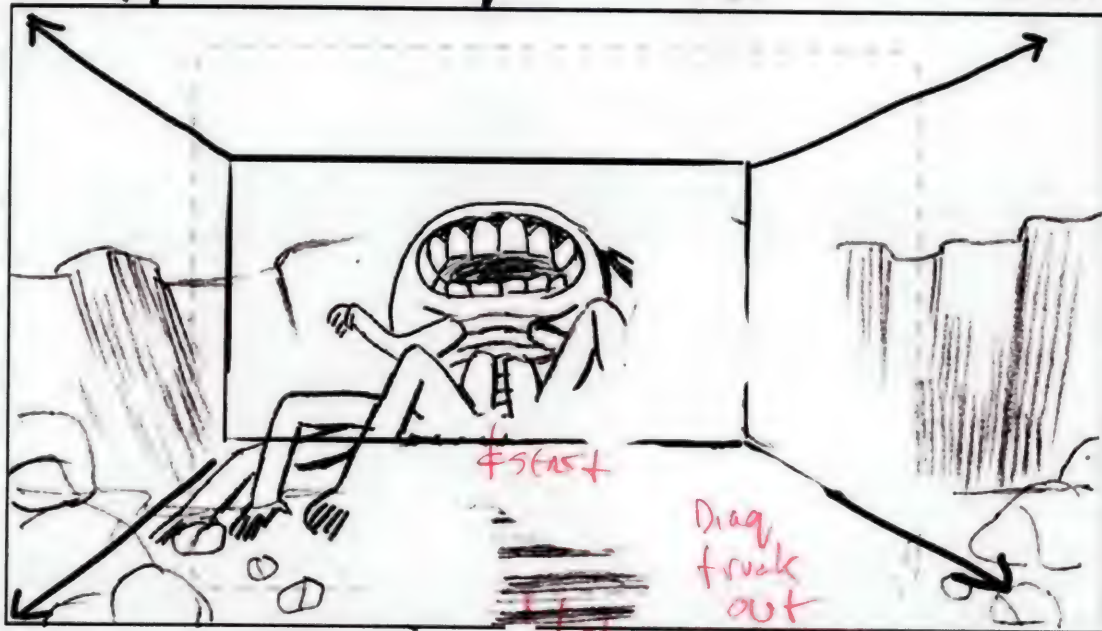
ADVENTURE TIME



Sc. **91 CONT** Pnl. **F**

Bg.

day night



Dialog:

(BIGGER)
M.V.: RRRROOOOWWWW

SFX: SKRICH SKRICH SKRICH

Action:

Timing:

-TRUCK OUT TO INCLUDE M+PB.

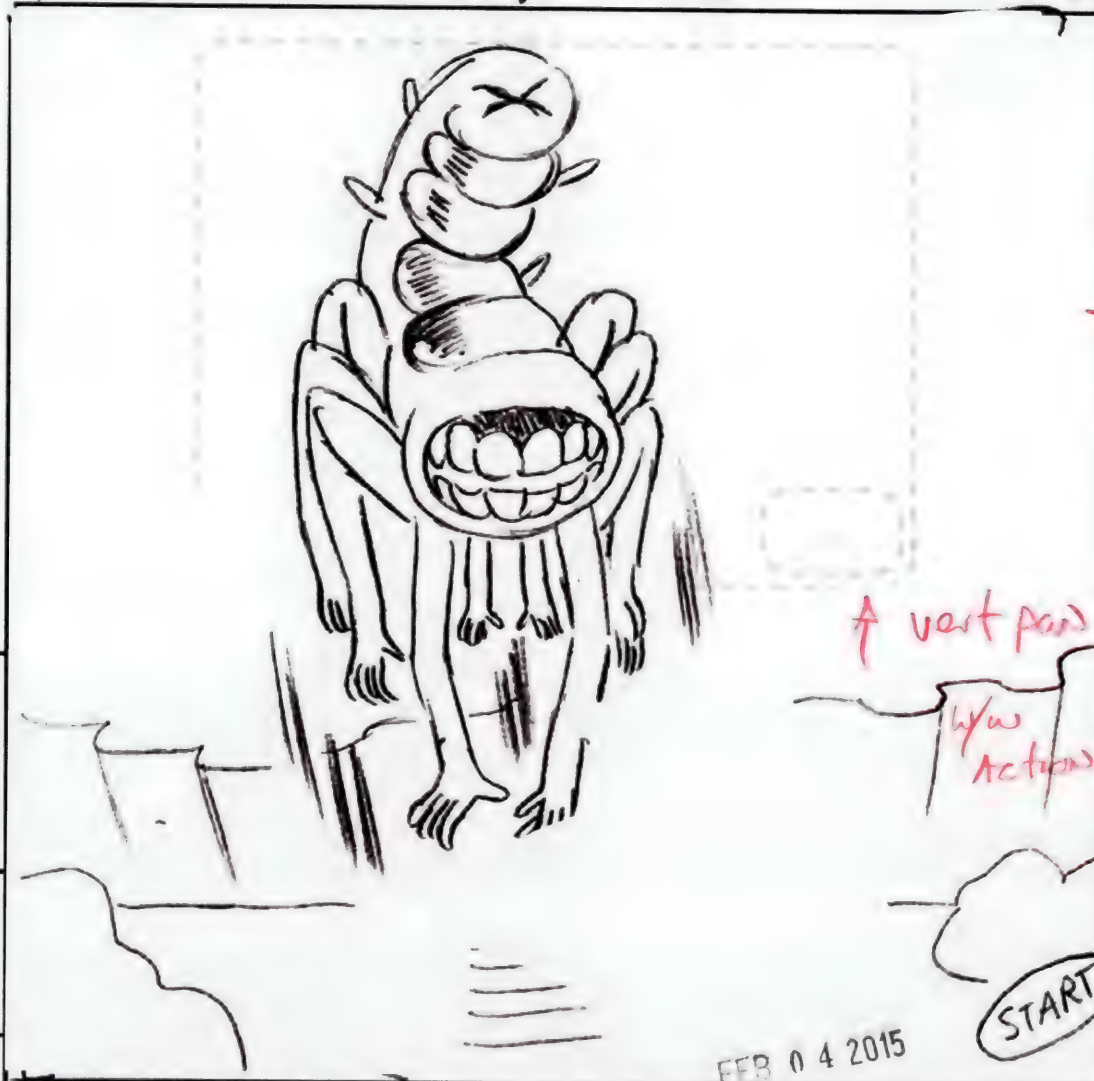
Sc. **91 CONT** Pnl. **G**

Bg.

Page

142
142A NEXT

day night



- M.V. LEAPS OUT OF CHASM.
- CAMERA PANS W/ ACTION

EPISODE #

1034-208

Production :

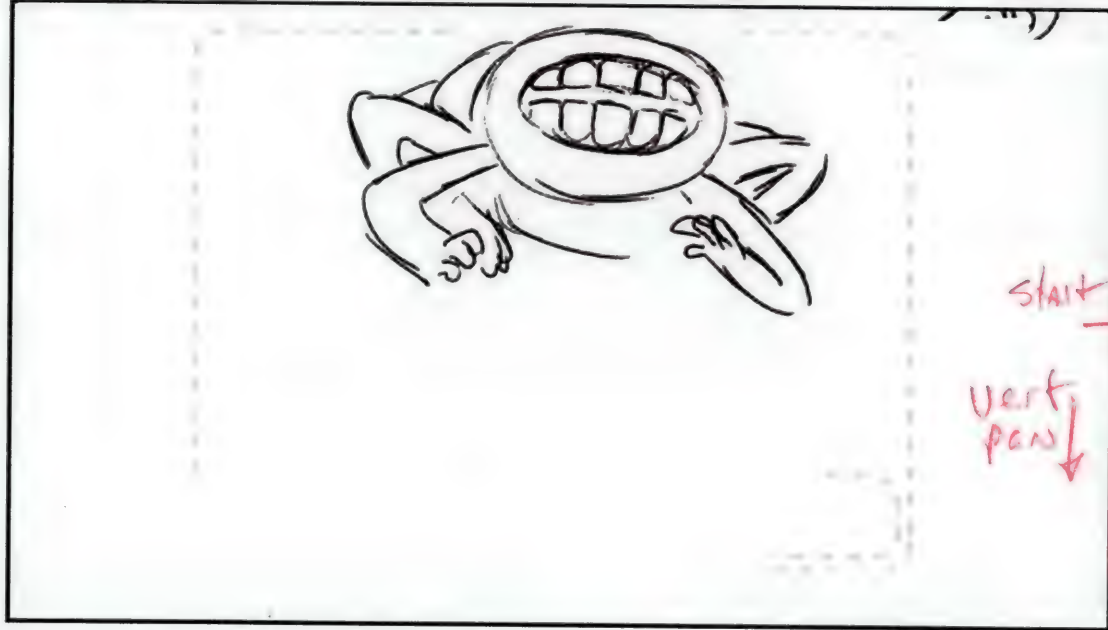
1034/208

1034/208

ADVENTURE TIME



Sc. **91 CONT** Pnl. **H** Bg. day night



start
+
vert pan
↓

Sc. **91 CONT** Pnl. **I** Bg. day night



stop
+

Page **142A**
143 NEXT
day night

EPISODE #
1034-208
1034/208

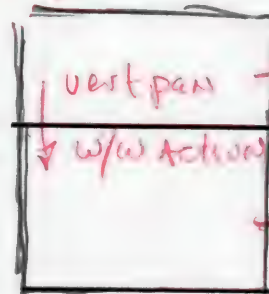
Dialog:

Action:

- M. VARMINT LANDS

Timing:

S/A (H) ↓



vert pan start
↓ w/w action
stop

S/A (I)

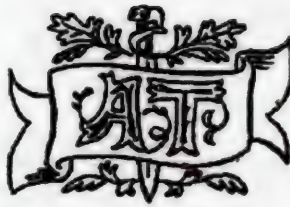
SFX: **THMP**

FEB 04 2015

Production :

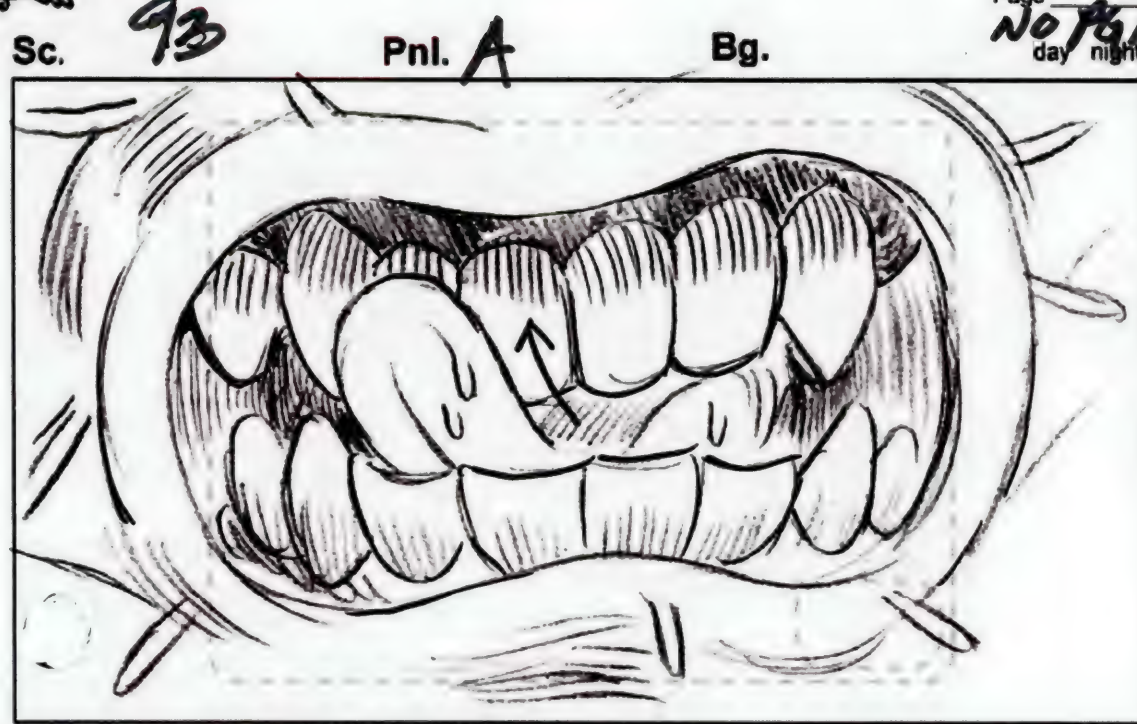
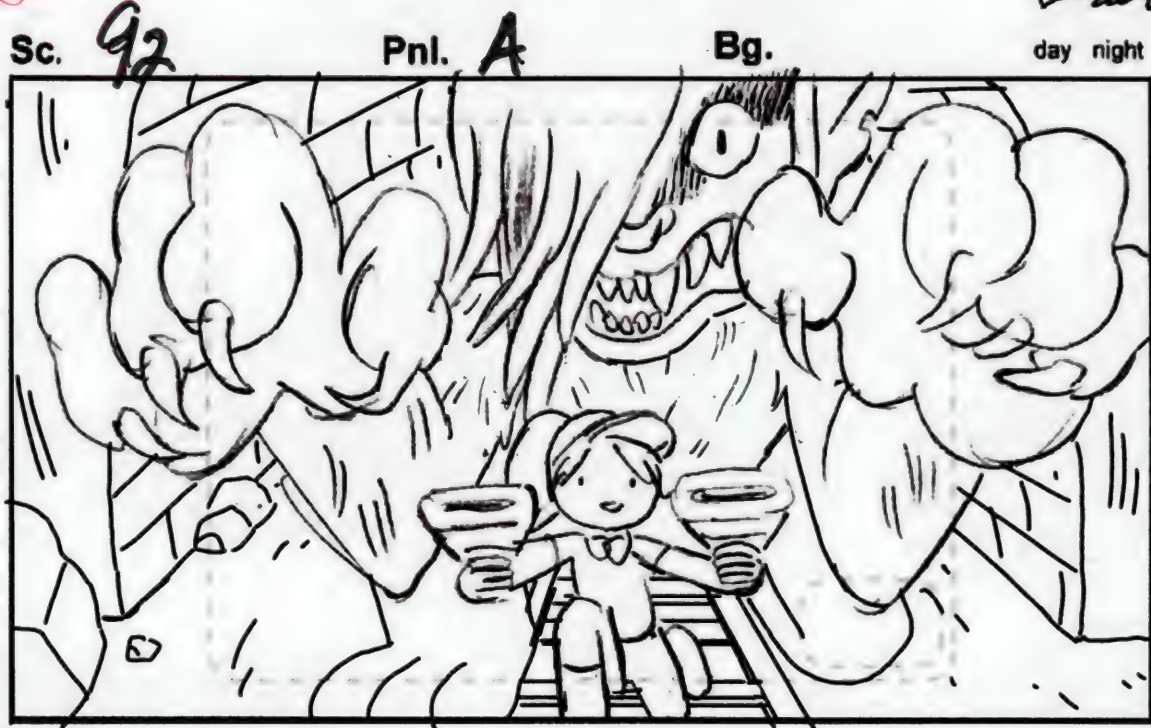
1034/208

ADVENTURE TIME



Cut

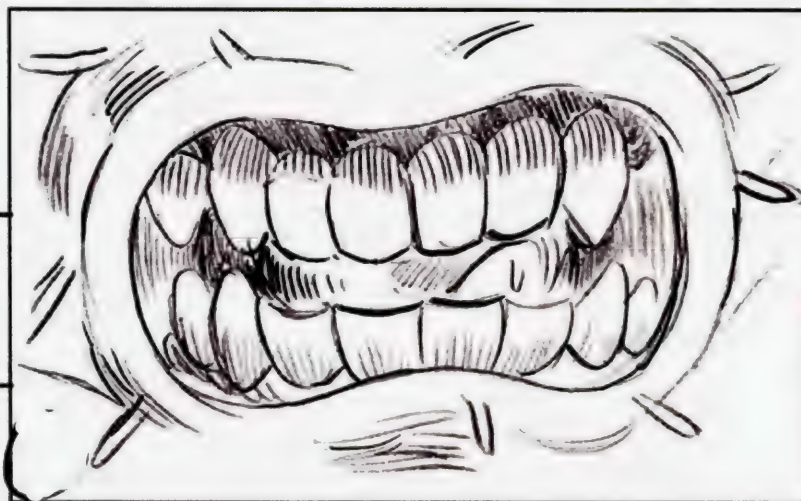
Page 143
No Pg 144
day night



Dialog: (N) IT'S A FREAKIN' MOTHER VARMINT!

Action:

Timing:



MV: [GROSS LICKING]

(A)

FEB 04 2015

EPISODE #

Production :

1034-208

1034/208

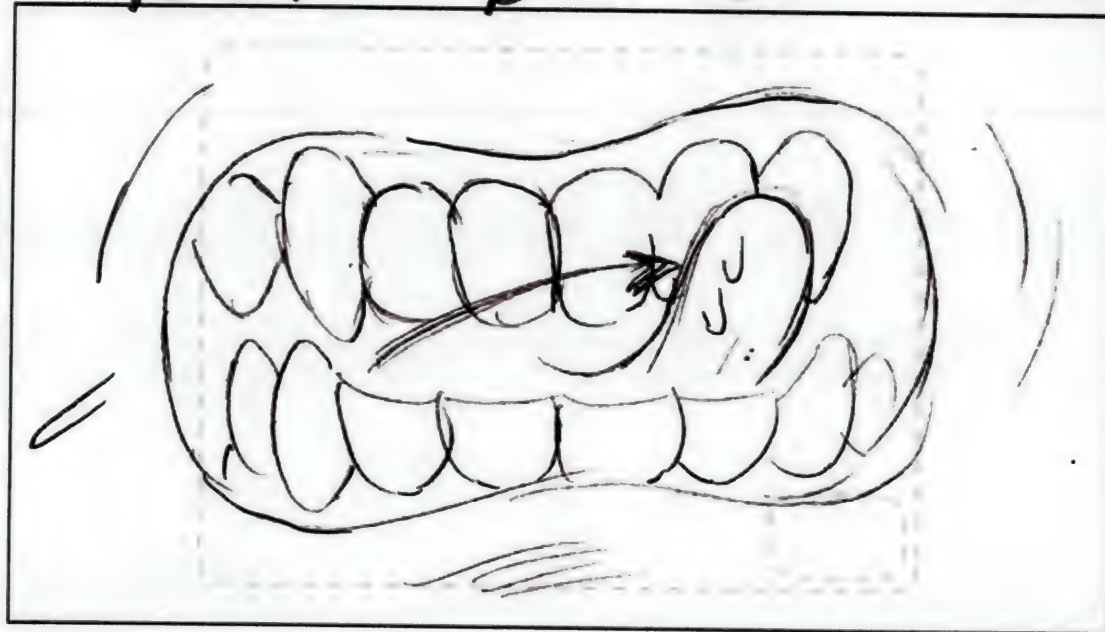
1034/208

ADVENTURE TIME



Sc. **93 CONT** Pnl. **B** Bg.

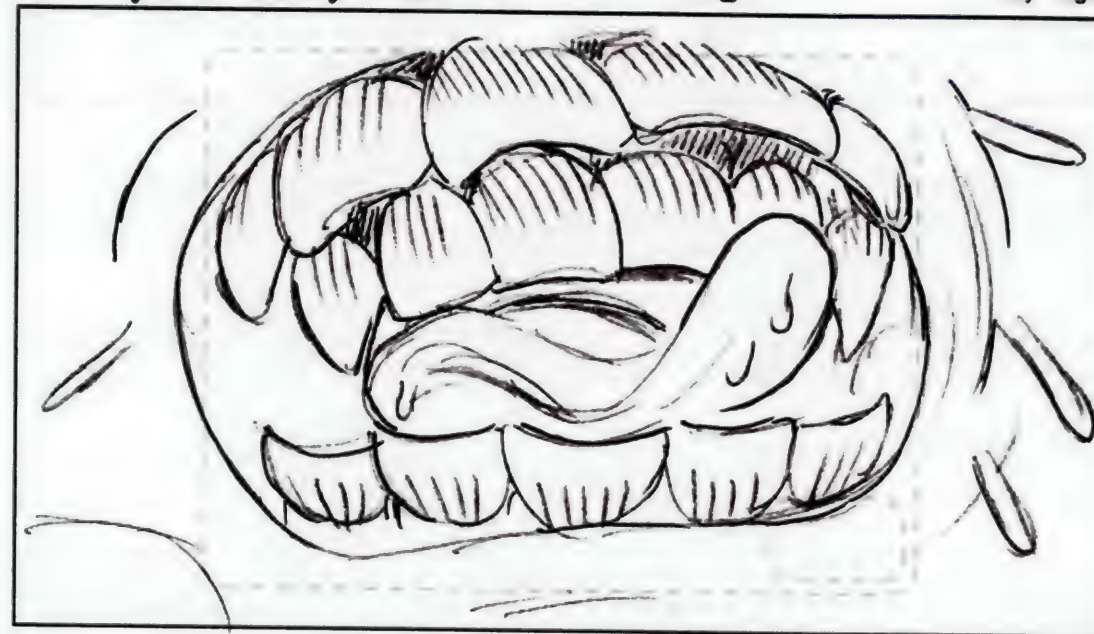
day night



Sc. **93 CONT** Pnl. **C** Bg.

Page **145**

day night



Dialog:

MV: [GROSS
LICKING]

SFX: * SHKK *

Action: RUNS TONGUE ALONG TEETH

-MV REVEALS 2ND ROW OF TEETH

FEB 04 2015

Timing:

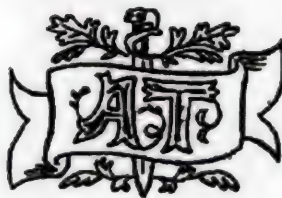
Production :

EPISODE #

1034-208

1034/208

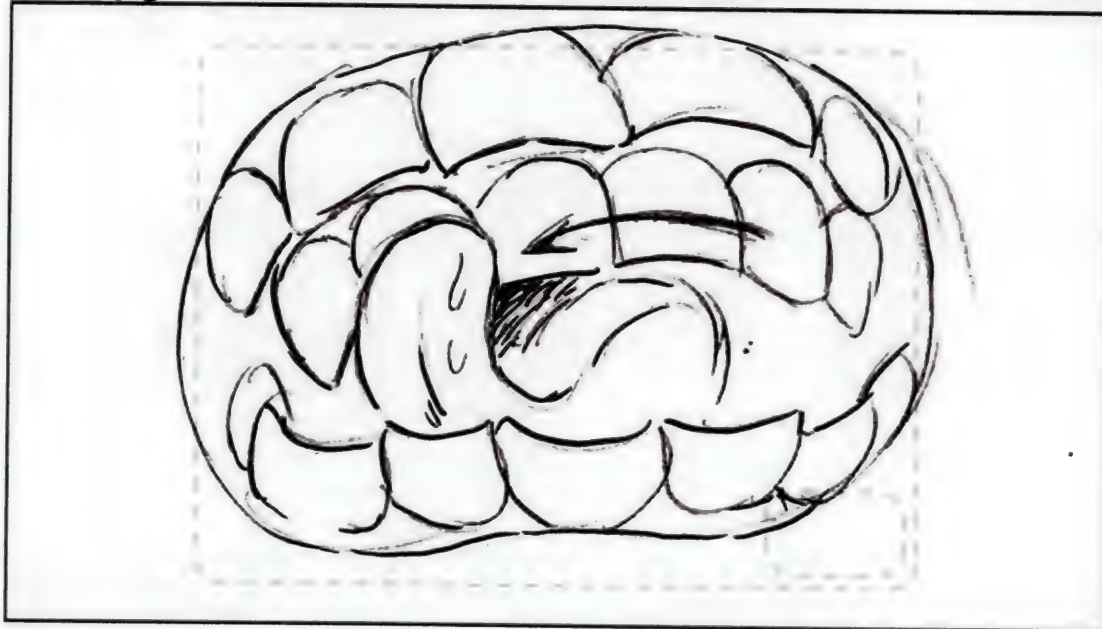
ADVENTURE TIME



HW
CUT

Page 146

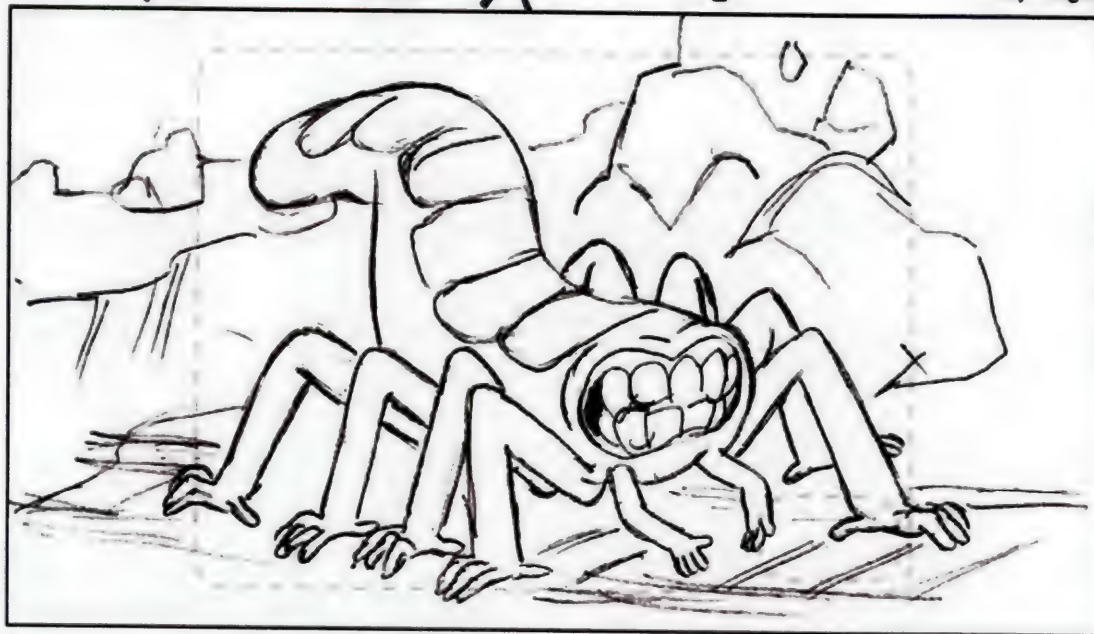
Sc. 93 CONT Pnl. D Bg.



day night

Sc. 94 Pnl. A Bg.

day night



Dialog:

M.V.: GRRRH

Action:

Timing:

FEB 04 2015

Production :

EPISODE #

1034-208

1034/208

1034/208

1034/208

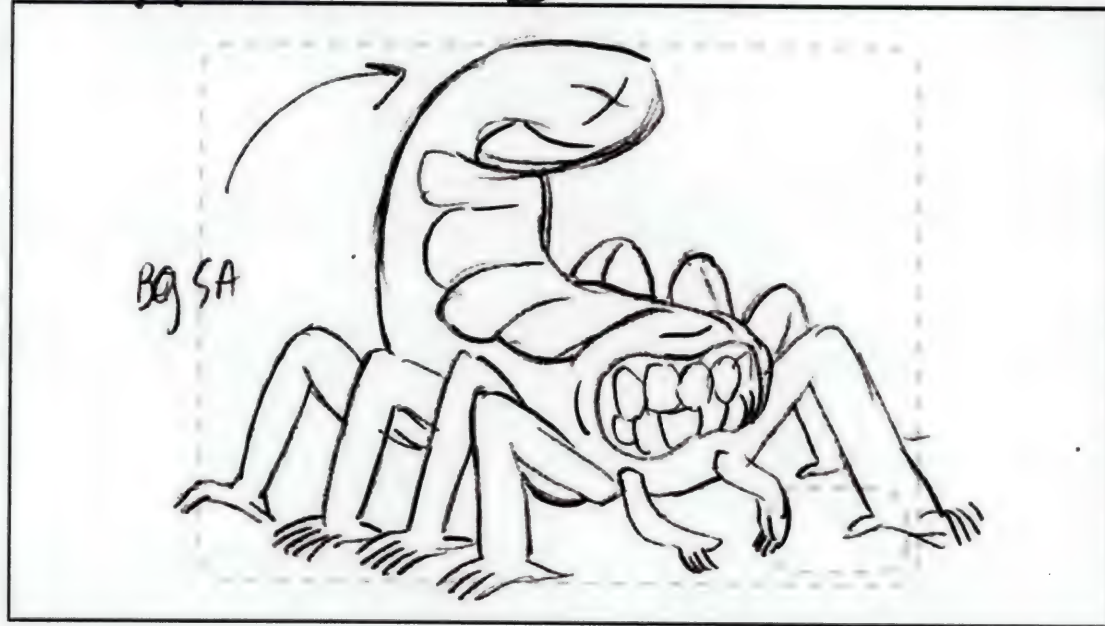
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ADVENTURE TIME

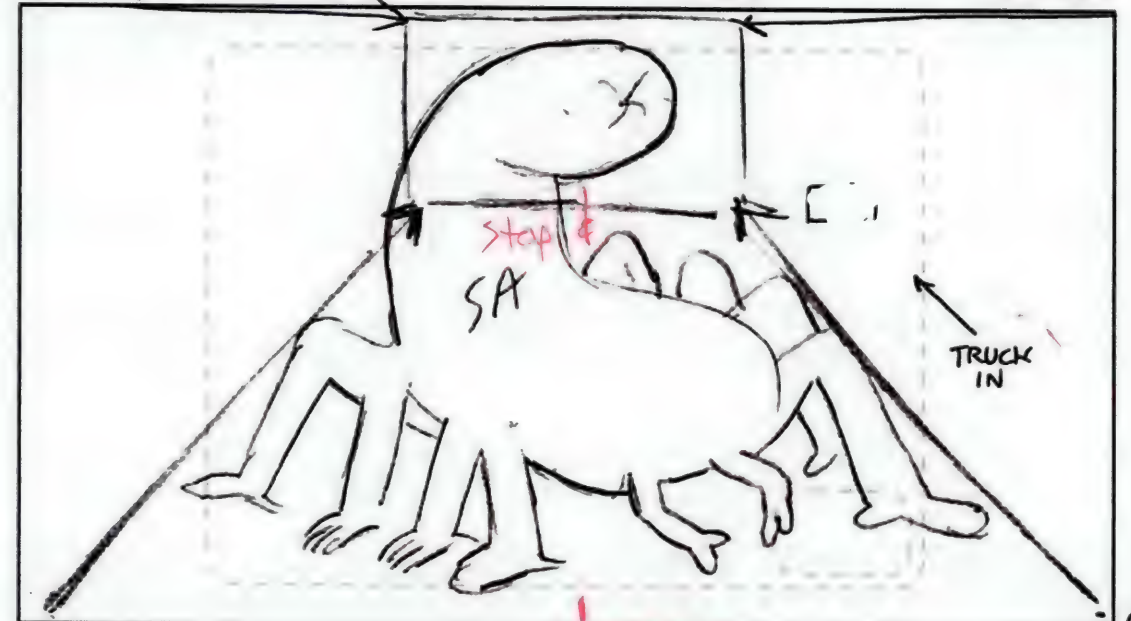


Page 147

Sc. 94 CONT Pnl. B Bg. day night



Sc. 94 CONT Pnl. C Bg. day night



Dialog:

Action:

- MV FLIPS TAIL FORWARD.

- CAMERA IN ON TAIL

Timing:

FEB 04 2015

EPISODE #

Production :

1034/208 1034-208

1034/208

ADVENTURE TIME

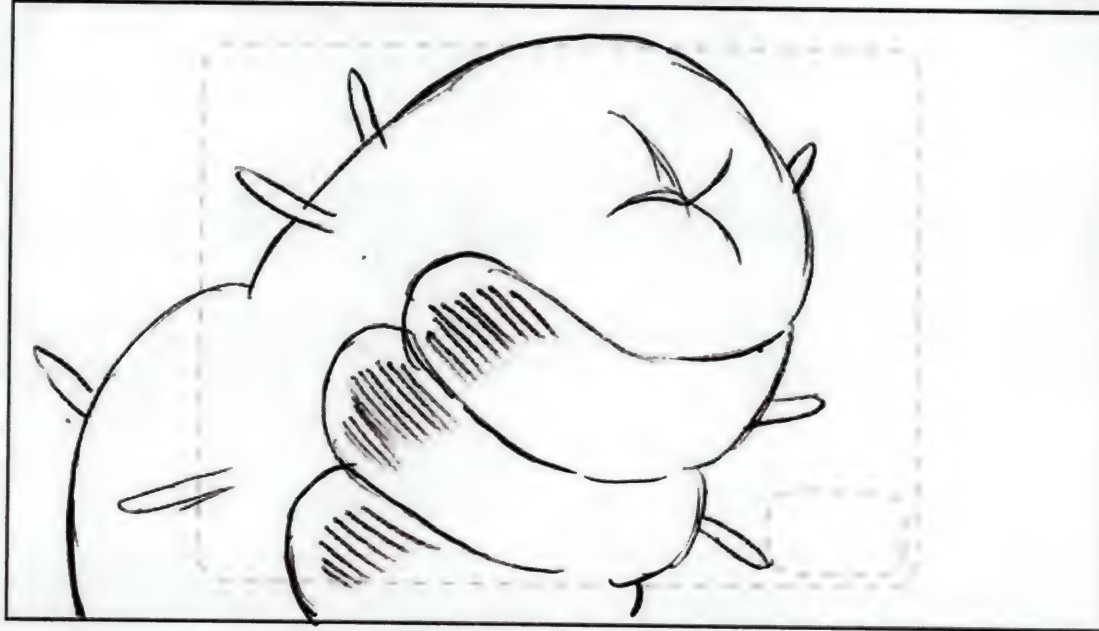


Page **148**

Sc. **94 CONT** Pnl. **D**

Bg.

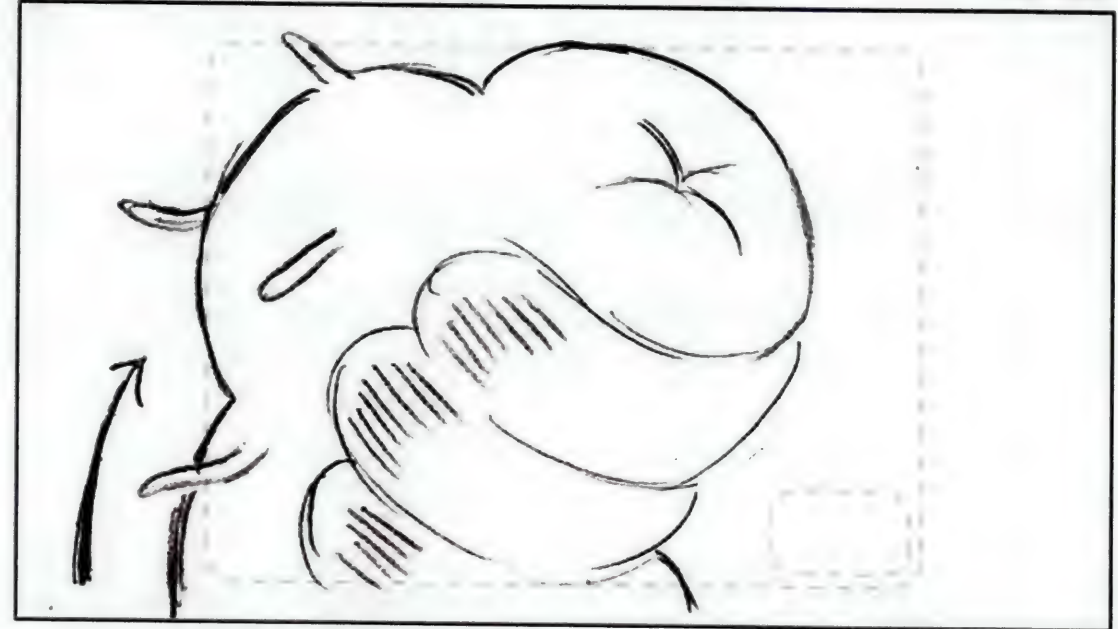
day night



Sc. **94 CONT** Pnl. **E**

Bg.

day night



Dialog:

Action:

-BUMP TRAVELS UP TAIL.

FEB 04 2015

Timing:

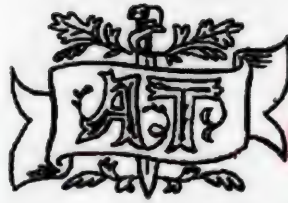
EPISODE # **1034-208**

1034/208

Production :

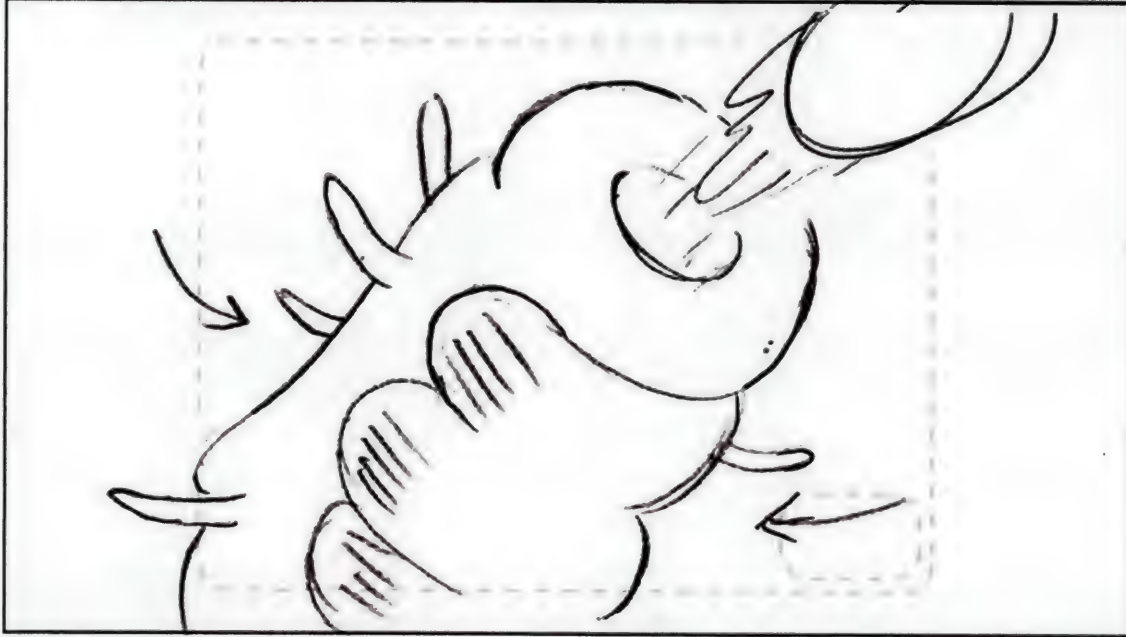
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ADVENTURE TIME



Page 149

Sc. 94 CONT Pnl. F Bg. day night

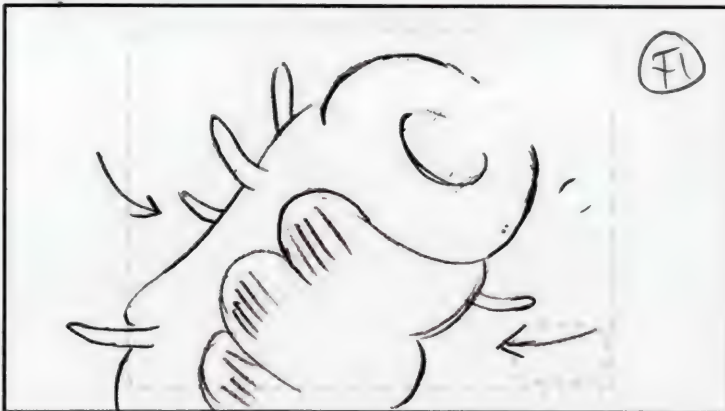


Sc. 95 Pnl. A Bg. day night



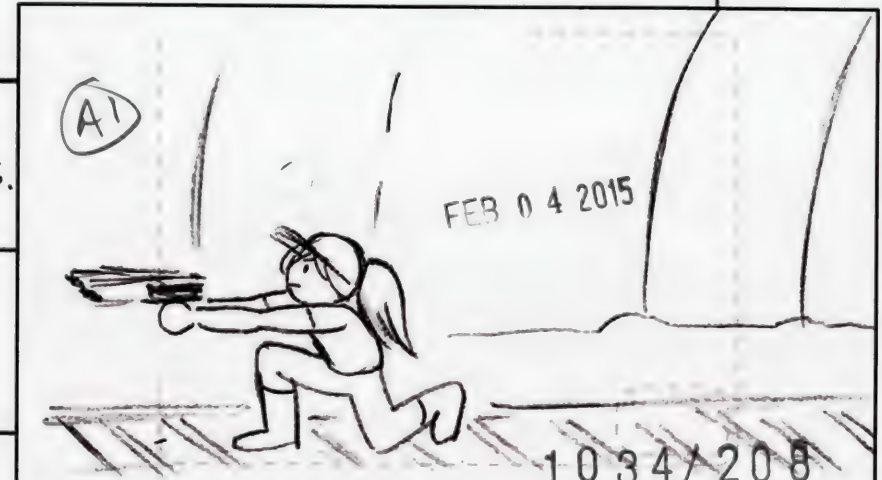
Dialog:

SFX: CHOOOP



-TAIL SHOOTS
OUT EGG.

-EGG FLIES ON/S
-PB TRACKS EGG.



1034-208

EPISODE #

1034/208

1034/208

1034/208

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ADVENTURE TIME

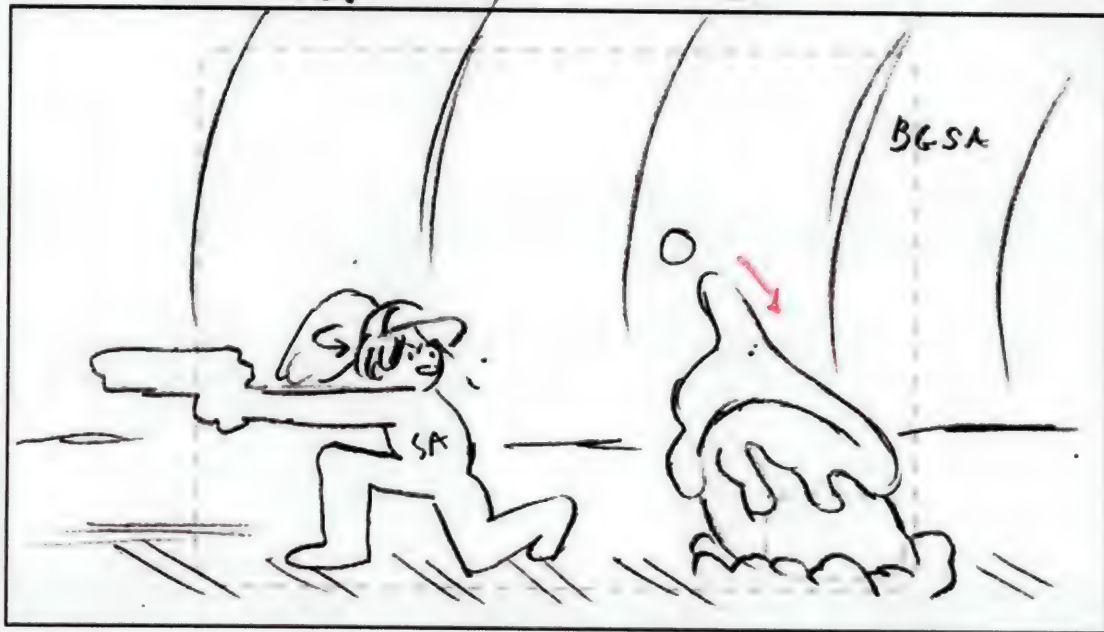


Page 150

Sc. 95 cont Pnl. B

Bg.

day night

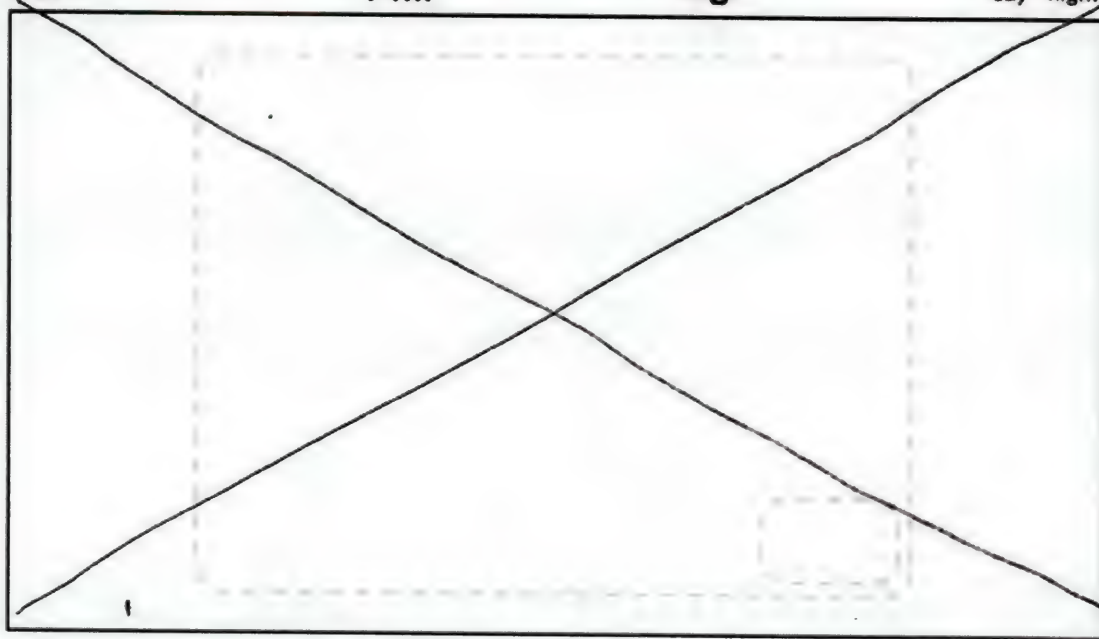


Sc.

Pnl.

Bg.

day night



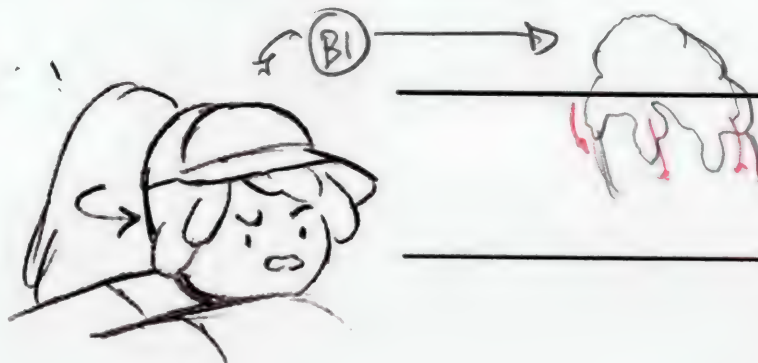
Dialog:

SEX: THUNK PB/ [disgust noise]

Action:

- EGG EMBEDS IN GROUND.
- PB LOOKS AT EGG

Timing:



FEB 04 2015

Production :

EPISODE #

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1034/208



ADVENTURE TIME

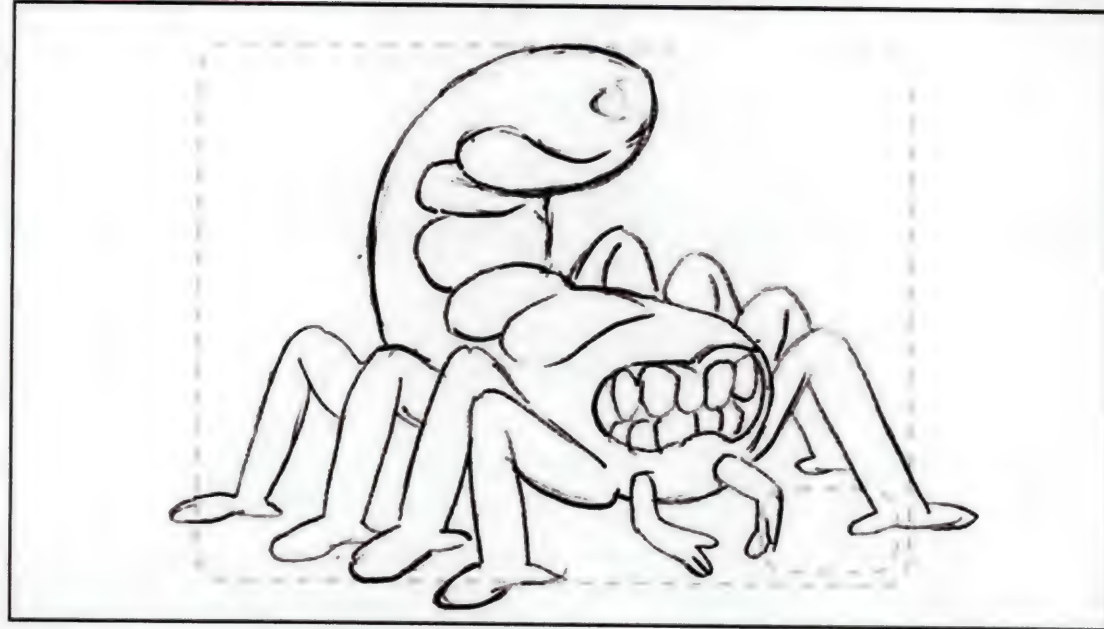
Page 151

Sc. 96

Pnl. A

Bg.

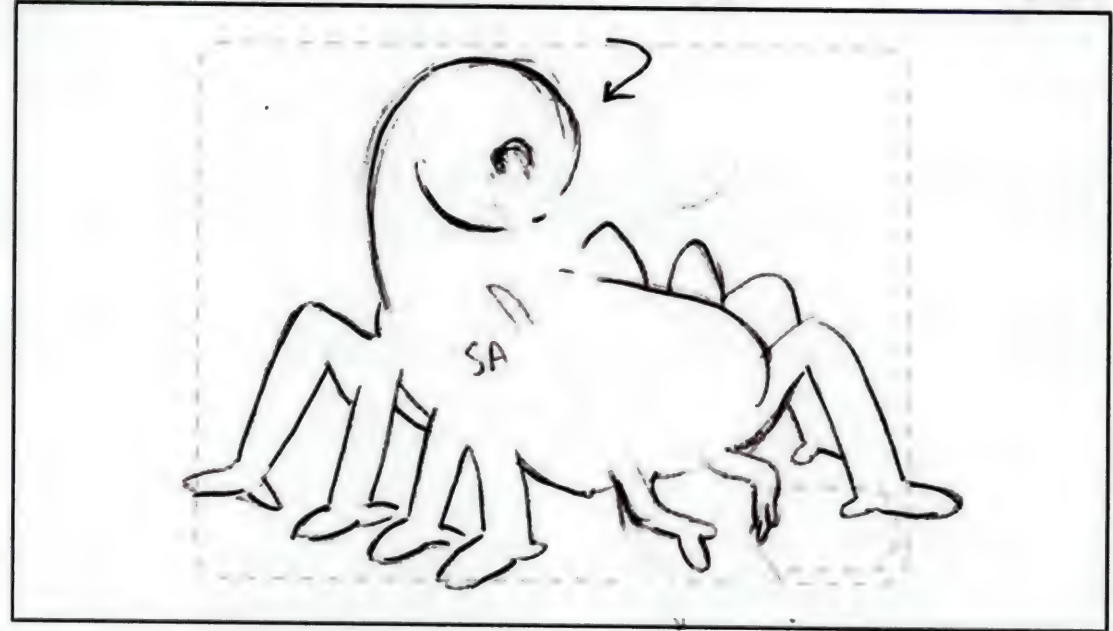
day night



Sc. 96 CONT Pnl. B

Bg.

day night



Dialog:

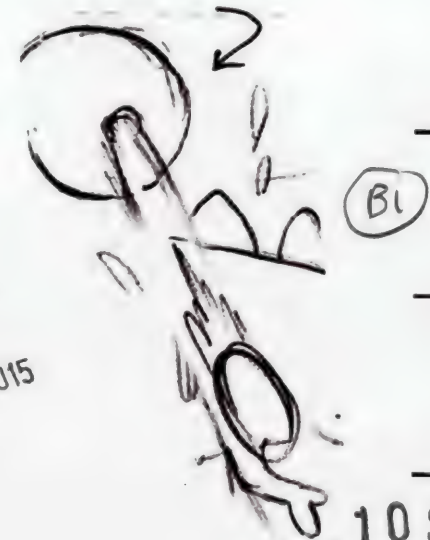
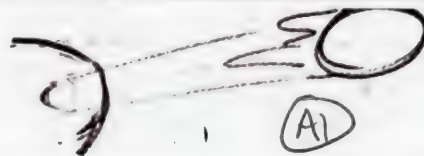
SFX: PCHEW!

SFX: PCHEW!

Action:

- MOTHER VARMIN'T SHOOT'S EGGS RAPIDLY.

Timing:



FEB 04 2015

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EPISODE #

1034/208

Production :

1034/208

Out

1034/208

ADVENTURE TIME

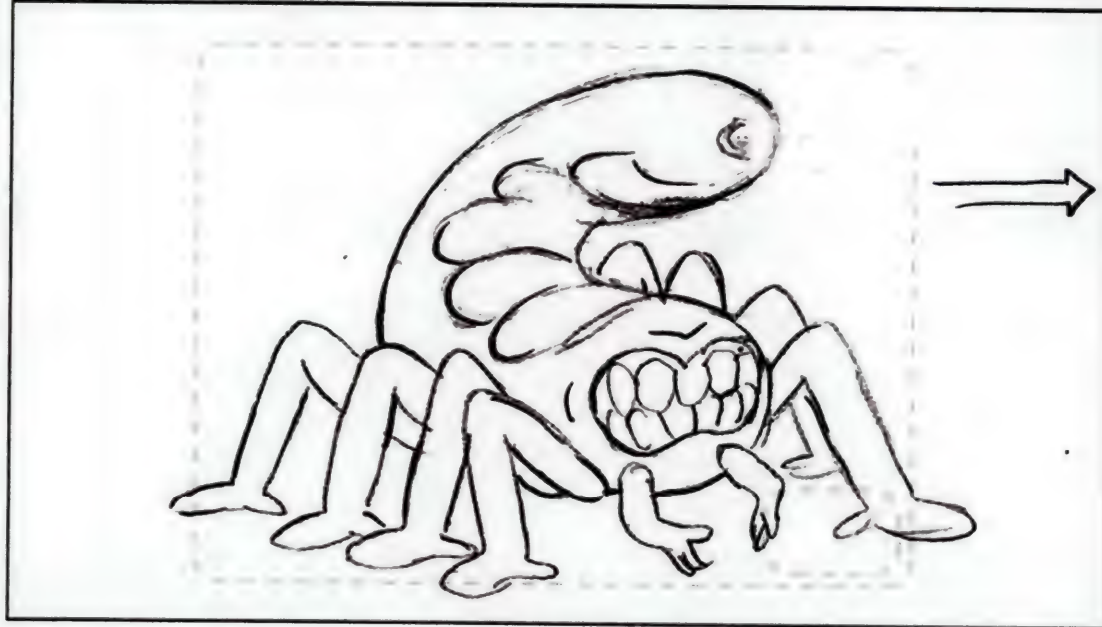


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Sc. 96 CONT Pnl. C

Bg.

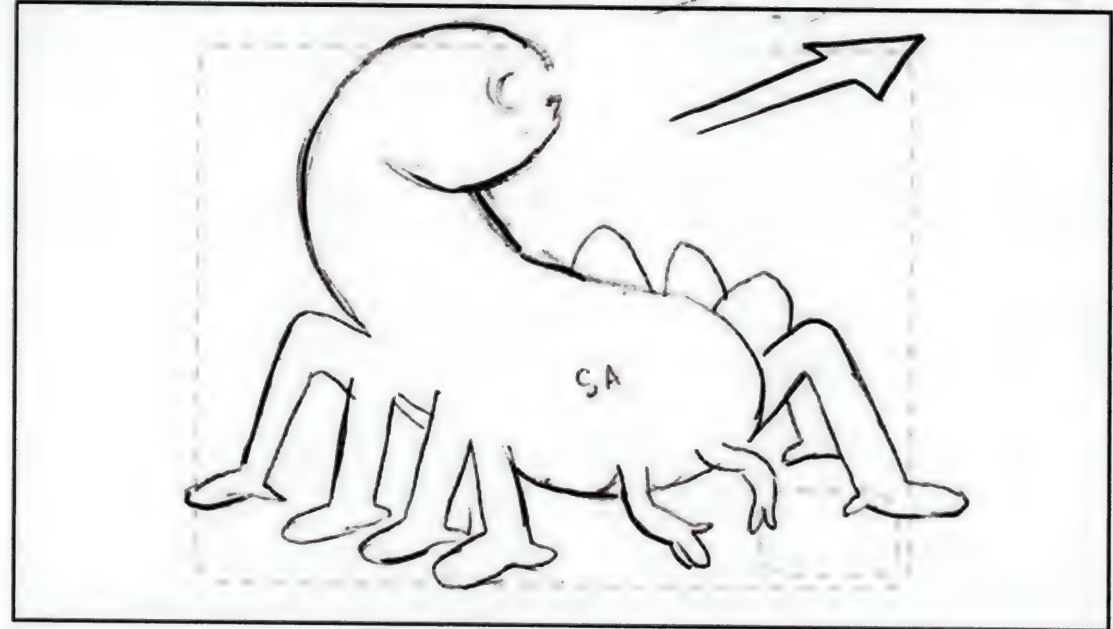
day night



Sc. 96 CONT Pnl. D

Bg.

day night



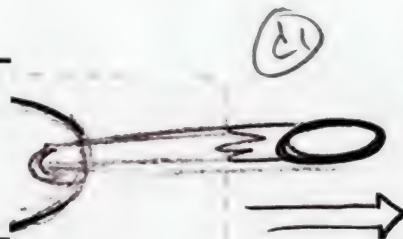
Dialog:

SFX: PCHW!

SFX: PCHW

Action:

Timing:



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Production :

1034-208

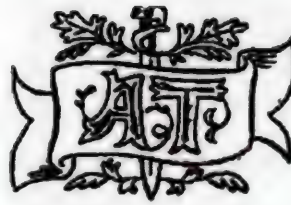
EPISODE #

1034/208

1034/208

cut

ADVENTURE TIME



Page 153

Sc. 97

Pnl. A

Bg.

day night

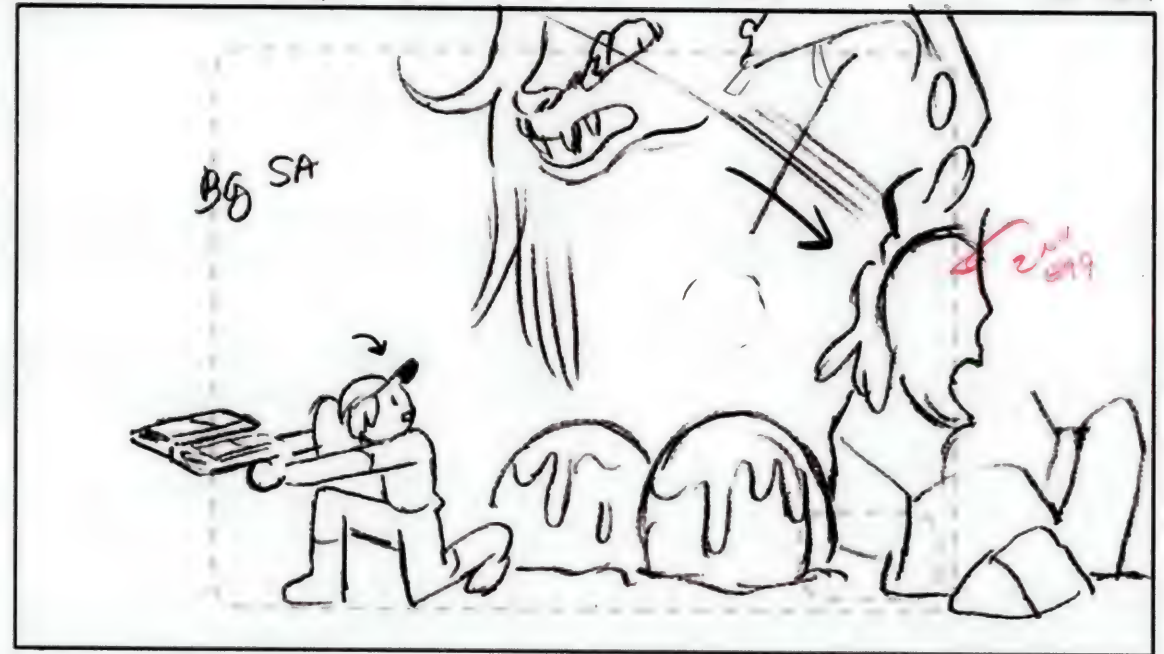


Sc. 97 *CONT*

Pnl. B

Bg.

day night



Dialog:

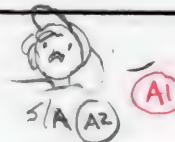
Action:

Timing:

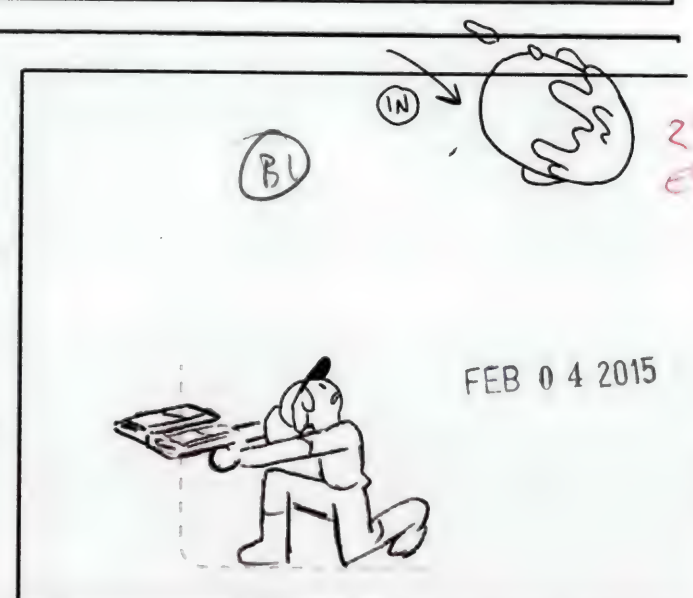


SFX: THINK

- EGGS EMBED IN CAVERN WALLS + GROUND
- STAGGER EGGS FALLING ON GROUND



SFX: THINK



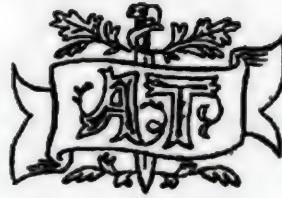
FEB 04 2015

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1034/208

Production :

1034/208



ADVENTURE TIME

NO SC 98

Page 154

Sc. 97 CONT Pnl. C

Bg.

day night



Sc. 97 CONT Pnl. D

Bg.

day night



Dialog:

SFX: THINK



Action:

- PB LOOKS AT ALL THE EGGS
TRACKING THEM.

FEB 04 2015

Timing:

140
cut

EPISODE # 1034-208

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1034/208

Production :

1034/208

1034/208

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1034/208

the cut

ADVENTURE TIME



Page 155

Sc. 99 Pnl. A Bg. day night



Sc. 99 cont Pnl. B Bg. day night



Dialog:

SFX: * KK-KKK-KKK *

Action:

EGGS SHAKING

EGGS CRACKING

FEB 04 2015

Timing:

1034-208

EPISODE #

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Production :

1034/208

ADVENTURE TIME



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Sc. 99 *CONT* Pnl. C

Bg.

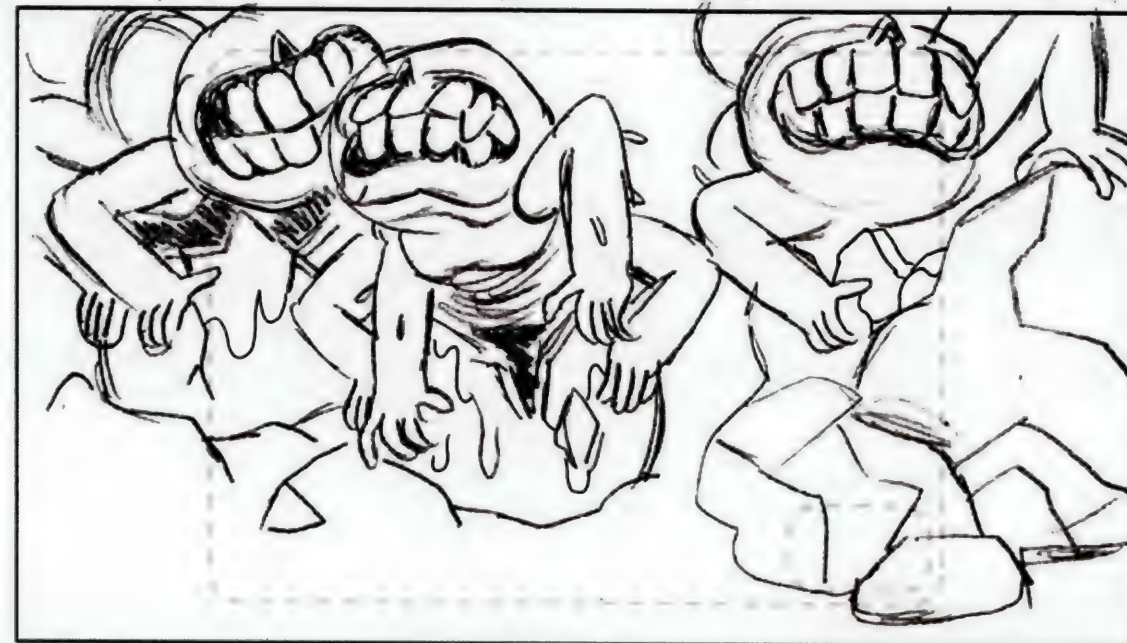
day night



Sc. 99 *CONT* Pnl. D

Bg.

day night



Dialog:

SFX: **CRSH**

VARMINTS: (HIGH PITCHED GROWLING)

Action:

-VARMINTS BUST OUT OF EGGS.

FEB 04 2015

Timing:

Production :

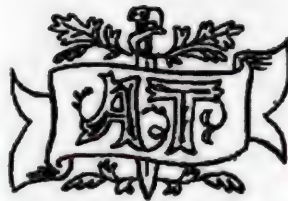
EPISODE #

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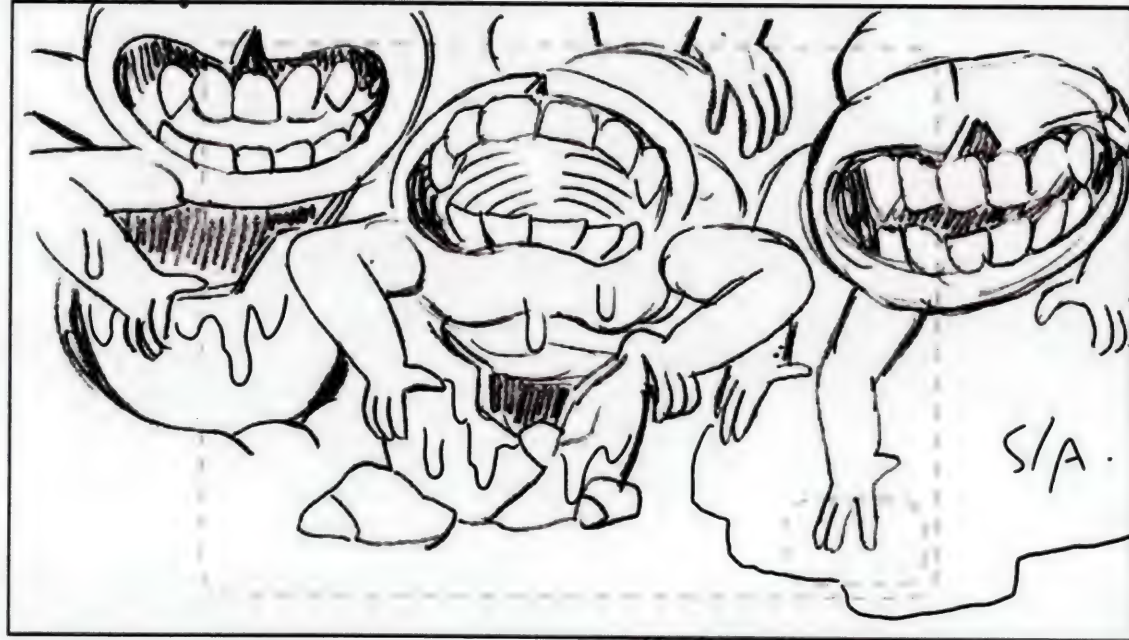
1034/208

ADVENTURE TIME

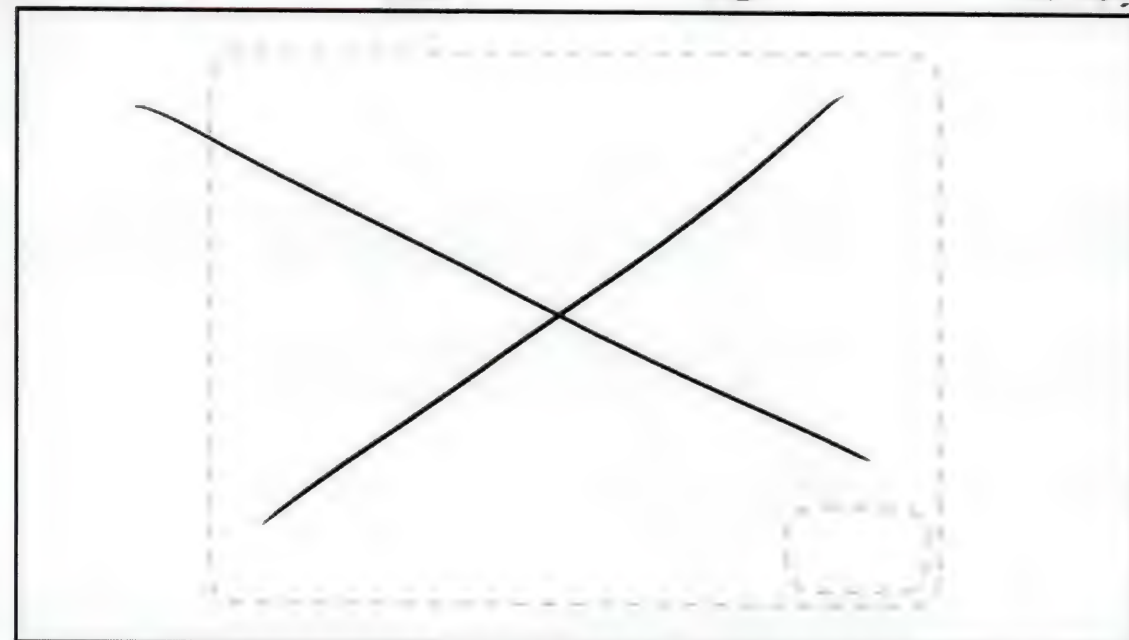


Handwritten: The Cart

Sc. **99 CONT** Pnl. **E** Bg. day night



Sc. Pnl. Bg. day night



Dialog:	VARMINTS: GROWL
Action:	- VARMINTS CRAWL FORWARD.
Timing:	<div>FEB 04 2015</div>

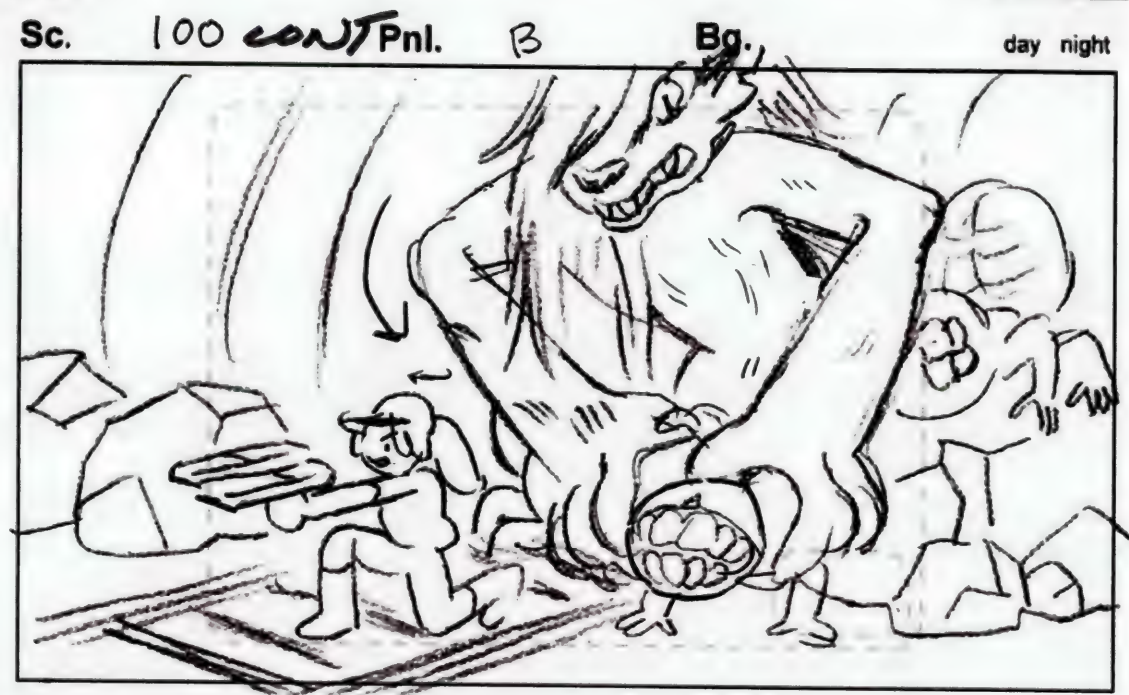
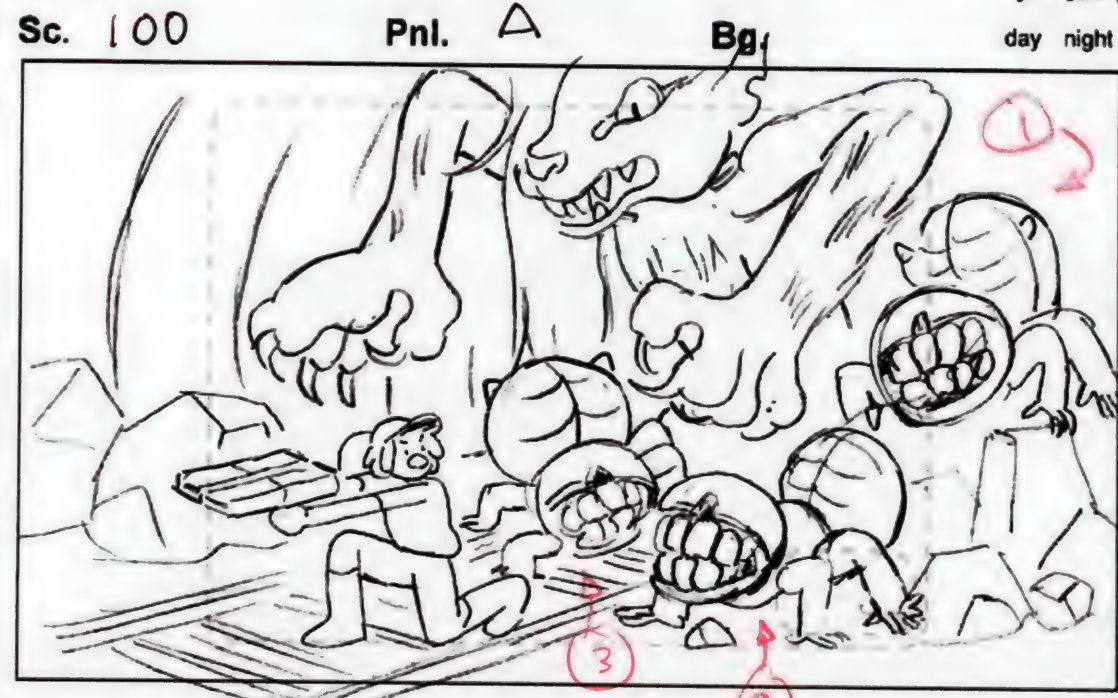
EPISODE # **1034-208**
1034/208
Production :

Ho Cut

ADVENTURE TIME



Ho Cut



Dialog:

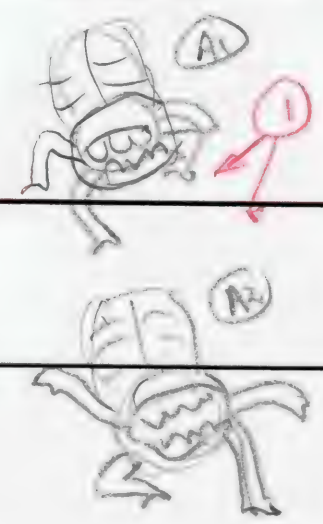
PB/ Marcy cover me!

Action:

BADGES UP

— M grabs vermint

Timing:



FEB 04 2015

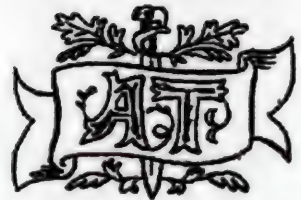
EPISODE # 1034-208

1034/208

Production :

140
G.A.

ADVENTURE TIME



Page 159
159A NEXT
day night

Sc. 101 Pnl. A Bg. day night



Sc. 101 CONT Pnl. B Bg. day night



Dialog:

(M) NO PROBLEM!

S/A

(2)



(A)

SEFX * SPL000G *

-M. SMASHES VARMINT.

FEB 04 2015

EPISODE # 1034-208

1034/208

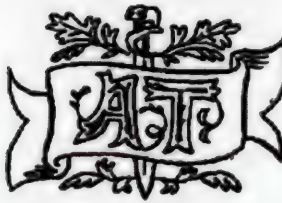
Production :

1034/208

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1034/208

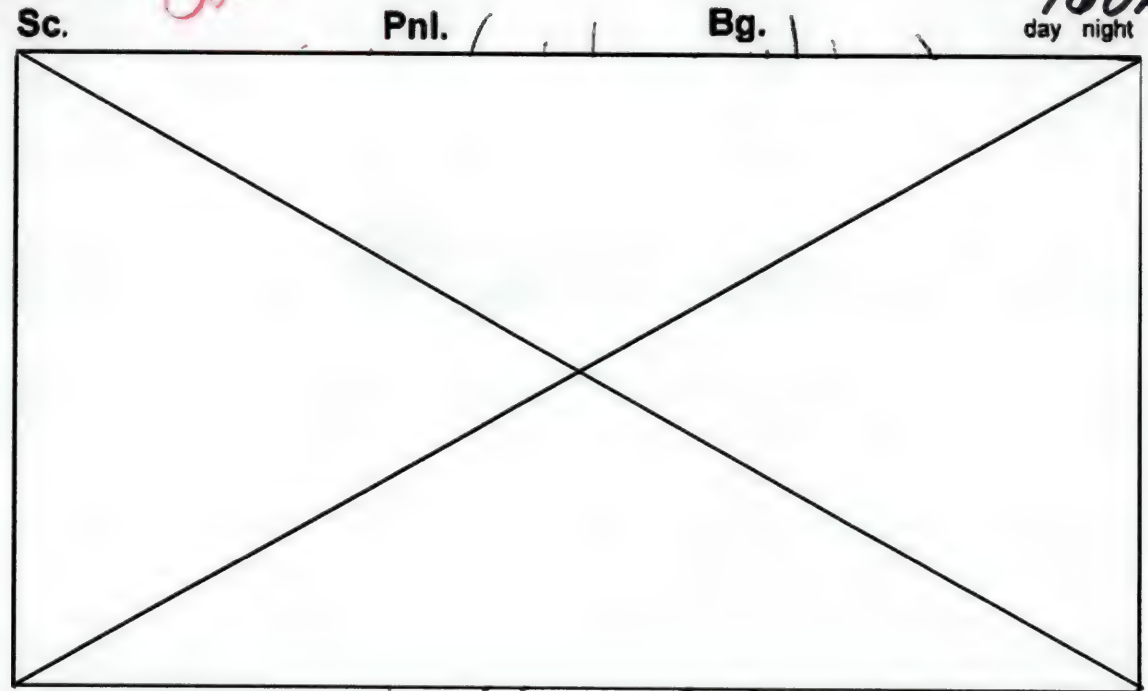
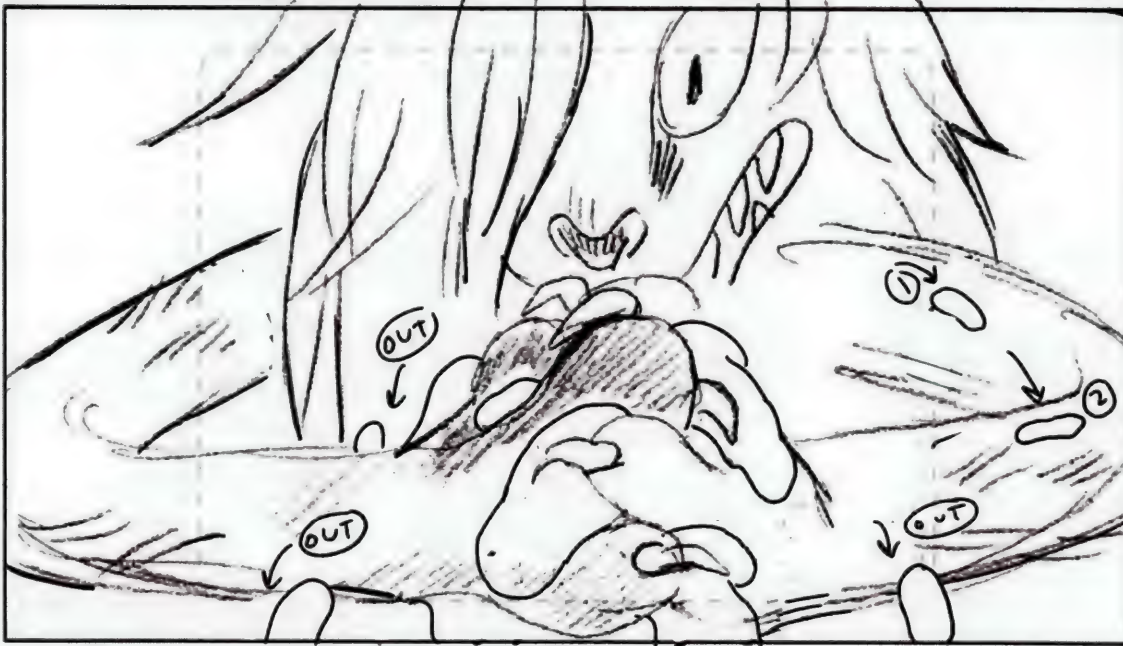
ADVENTURE TIME



Cut

Page **159A**
TOO NEXT
day night

Sc. **101 CONT** Pnl. **C** Bg. day night



Dialog:

Action: **- SLIME SETTLE POSE**

FEB 04 2015

Timing:

EPISODE # **1034-208**

Production :

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1034/208

1034/208

Cut **ADVENTURE TIME**



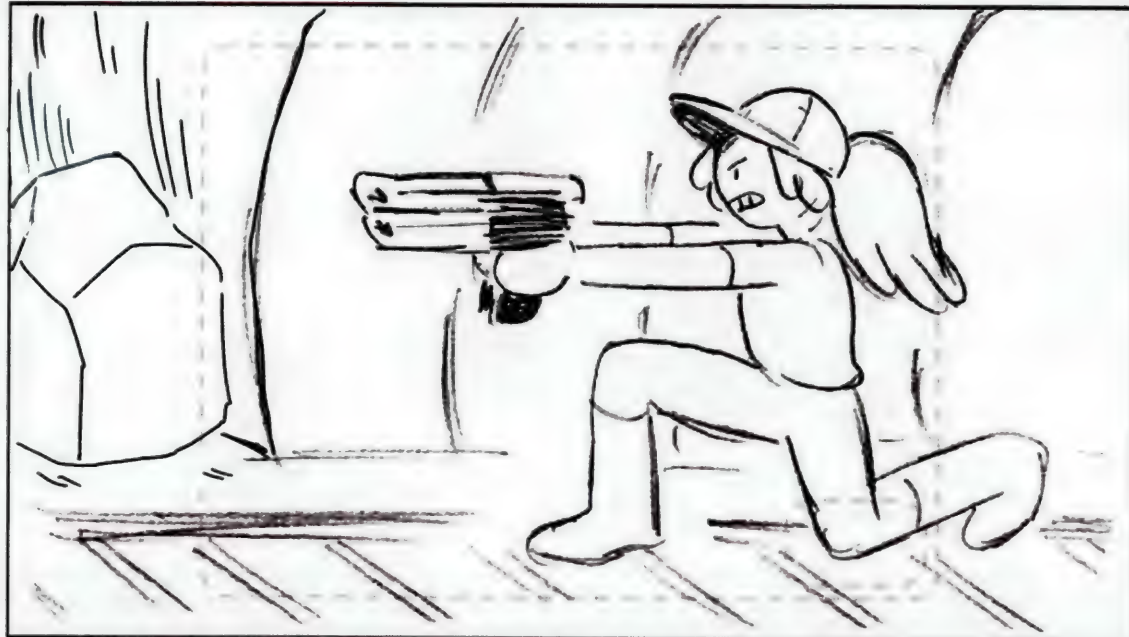
Page 160

Sc. 102

Pnl. A

Bg.

day night



Sc. 102 *cont* Pnl. B

Bg.

day night



Dialog:

SFX: PCHew PCHew PCHew!

Action:

Timing:

FEB 04 2015

Production :

EPISODE #

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1034/208

ADVENTURE TIME



Page 161

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
103	A			

Dialog:
Action:
Timing:

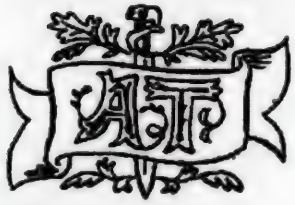
FEB 04 2015

EPISODE # 1034-208
1034/208

Production :

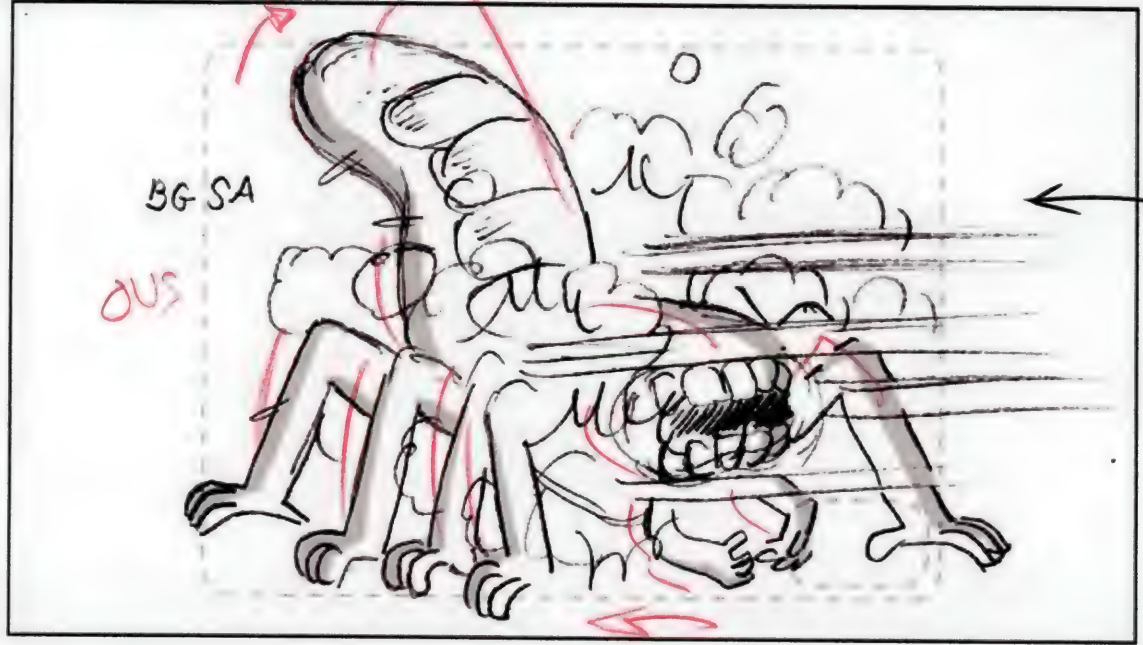
1034/208

ADVENTURE TIME

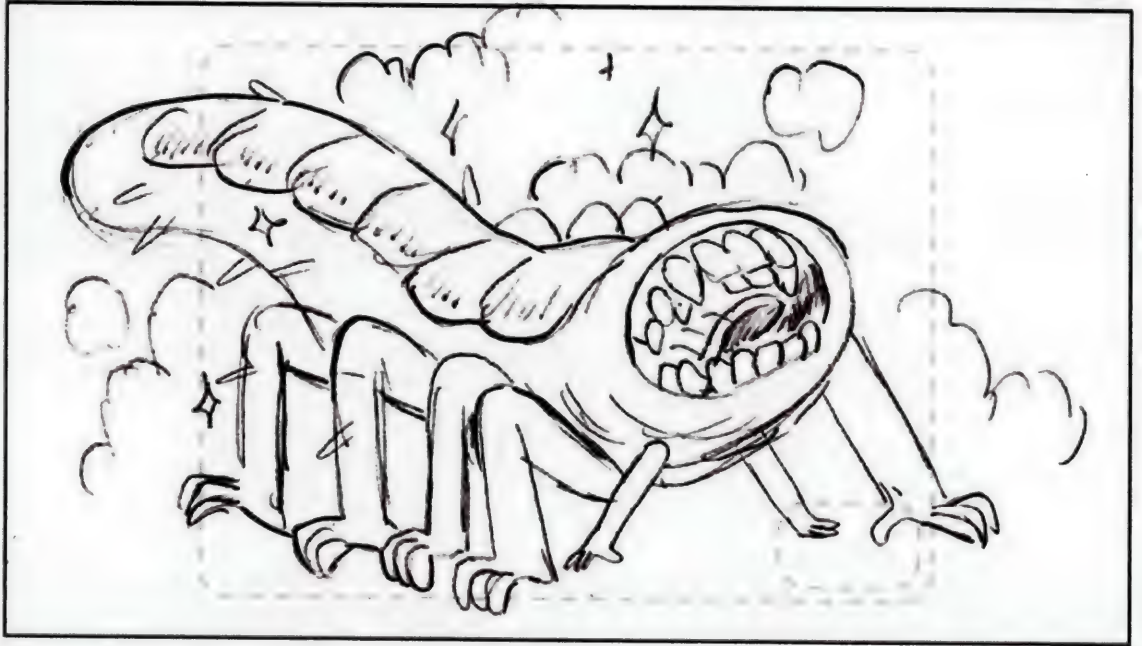


Page 162

Sc. 103 *cont* Pnl. B Bg. day night



Sc. 103 *cont* Pnl. C Bg. day night



Dialog:

SFX: CHU
CHU CHU

MOTHER :
VARMIN **GROOOOWL**

Action:

- BLASTS HIT M.V.

FEB 04 2015

Timing:

Production :

1034-208

EPISODE #

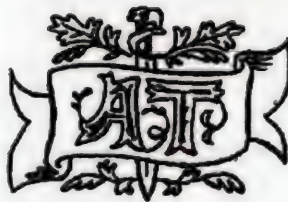
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1034/208

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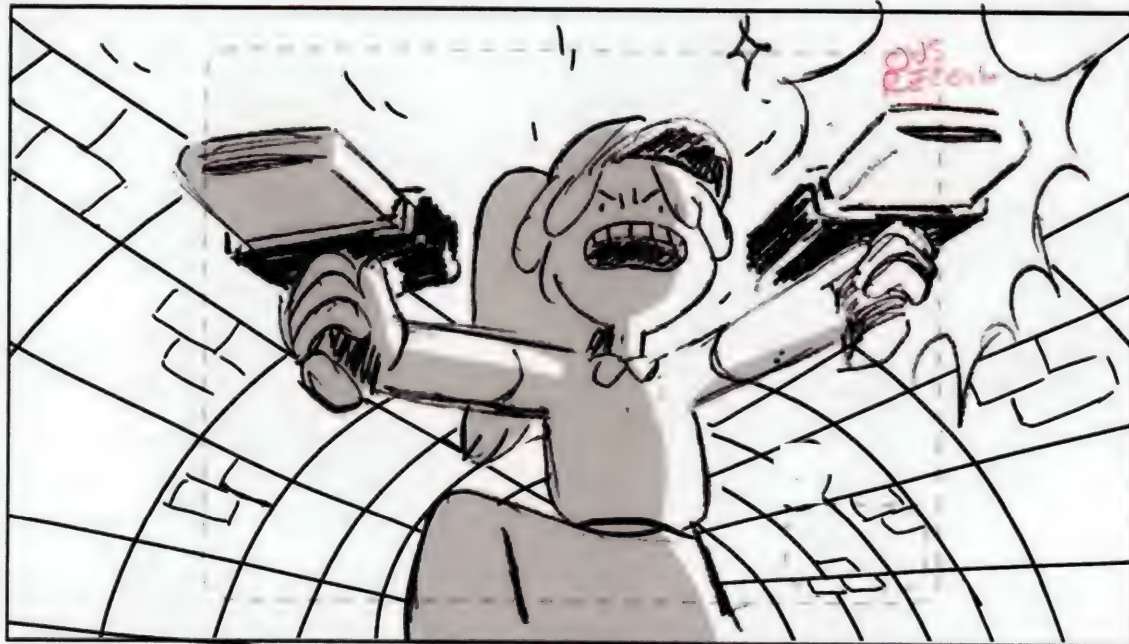
1034/208

ADVENTURE TIME



Page 163

Sc. 104 Pnl. A Bg. day night



Sc. 104 ~~cont~~ Pnl. B Bg. day night



Dialog:

(PB) YAAAAAAHH!!!!!!

SFX: BLAM BLAM

Action:

- PB CONTINUES FIRING.

Timing:

SFX: CLICK CLICK CLICK



- VARMINT GUNS
RUN OUT OF AMMO.

FEB 04 2015

EPISODE # 1034-208
1034/208

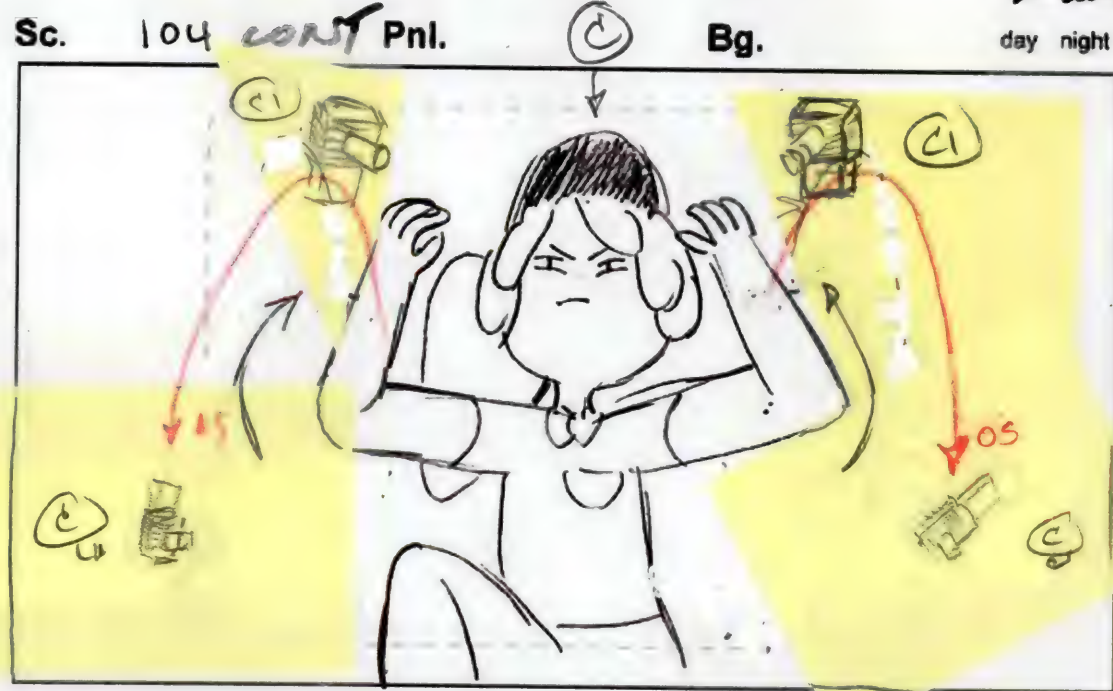
Production :

1034/208

ADVENTURE TIME



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Dialog: *(PB) PPPPPFFFFTTT*

Action: *- PB THROWS VARMIN
GUNS OVER SHOULDERS
GUNS FLY w/ ASC INTO DISTANCE*

Timing: *el Drop OS*

-PB RUMMA "b"

FEB 04 2015

EPISODE # 1034-208

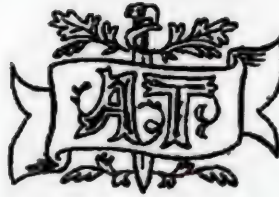
Production :

1034/208

1034/208

1034/208

ADVENTURE TIME



Page 165

Sc. 104 *cont* Pnl. E

Bg.

day night



Sc. 104 *cont* Pnl. F

Bg.

day night



Dialog:

(PB) **AAAAGH**

Action:

- PB PULLS OUT CANDY PISTOL
AND GUMMI-KNIFE.

- PB LEAPS FORWARD

Show to Fast - BG TRANSITIONS TO BLUR SPEED PAN

FEB 14 2015

Timing:

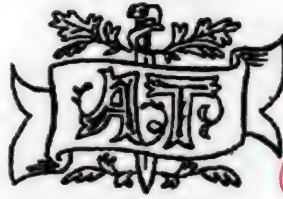
EPISODE # 1034-208

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Production :

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ADVENTURE TIME



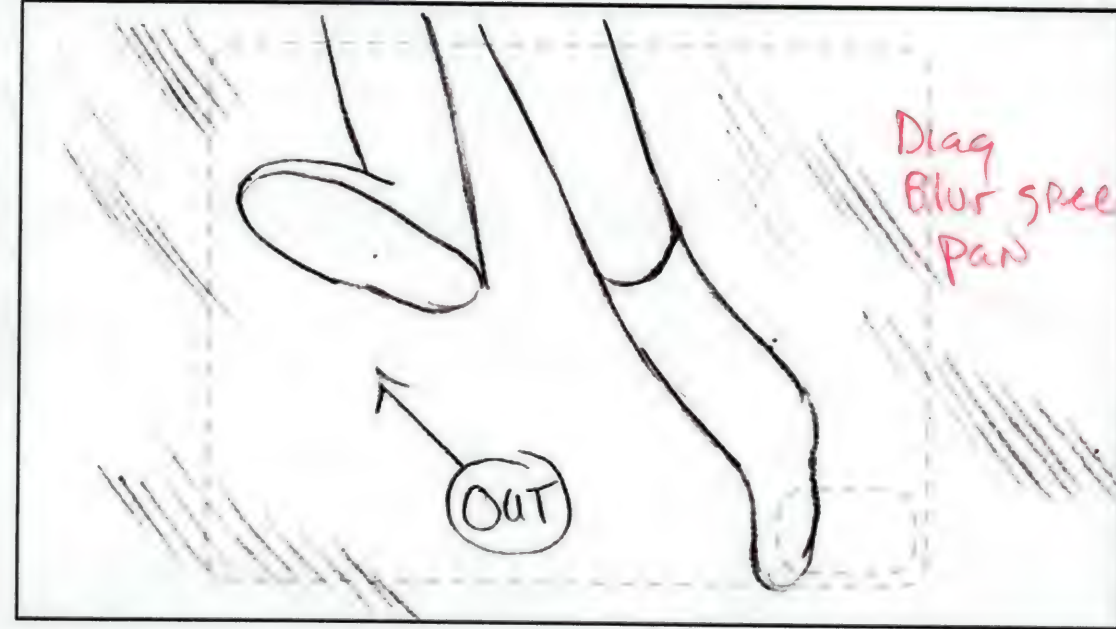
Cut

Page **166**

Sc. **104 cont** Pnl. **G**

Bg.

day night

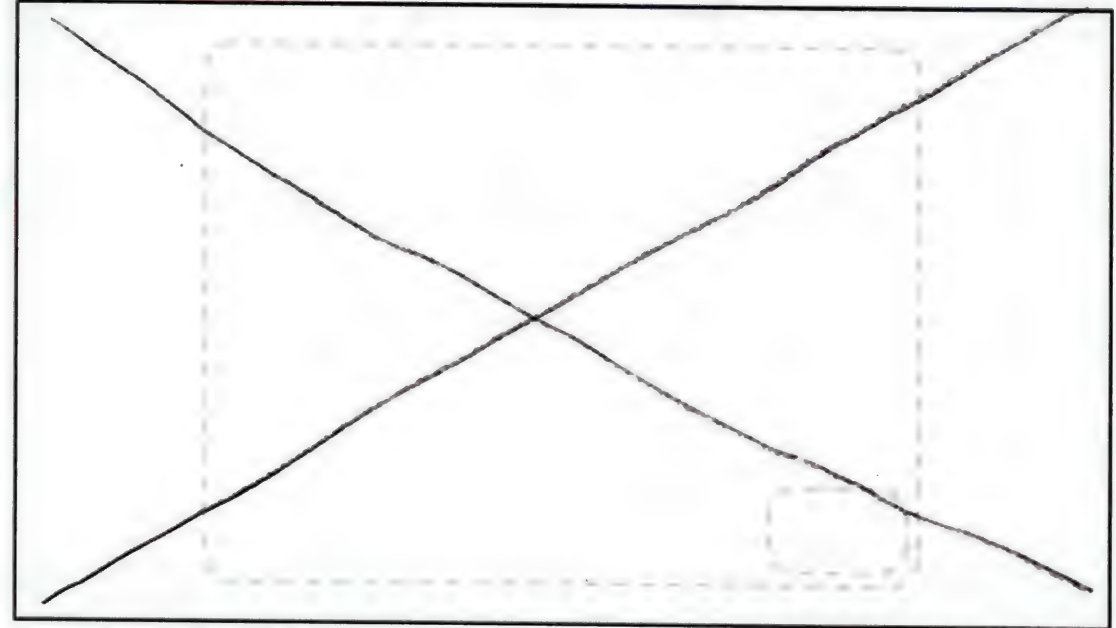


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

-PB LEAPS OFF/S.

Timing:

FEB 04 2015

EPISODE #

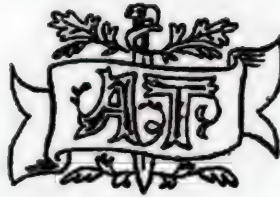
1034-208

1034/208

Production :

1034/208

ADVENTURE TIME



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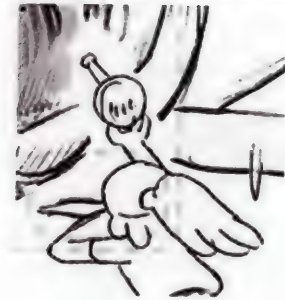
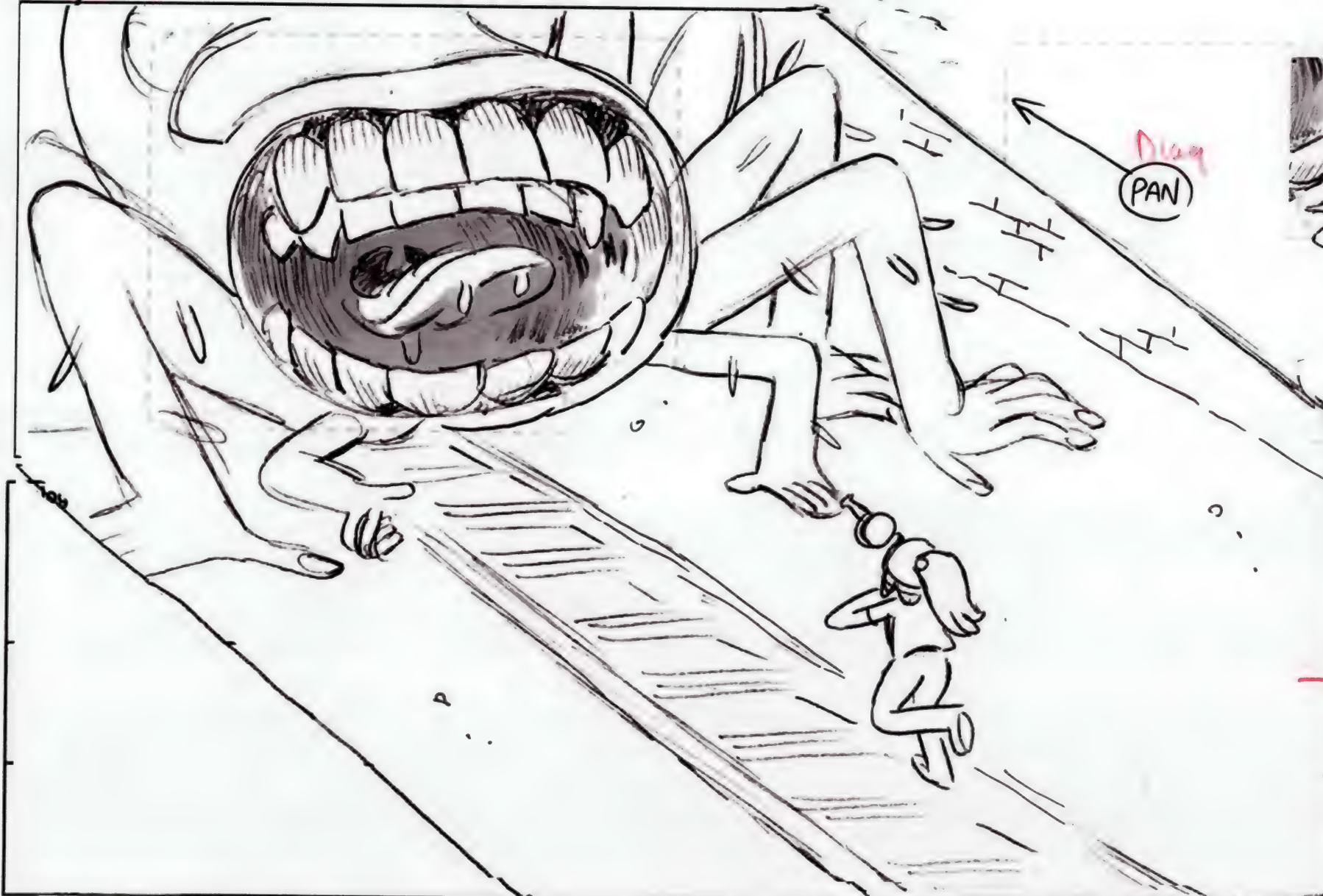
Sc. 105

Pnl.

B

Bg.

day night



PAN

BI

-PB RUNS
ON/S TOWARDS
M. VARMIN'T
-PAN W/ PB

A SLAT

FEB 04 2015

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EPISODE #

1034/208

Production :

1034/208

1034/208

ADVENTURE TIME

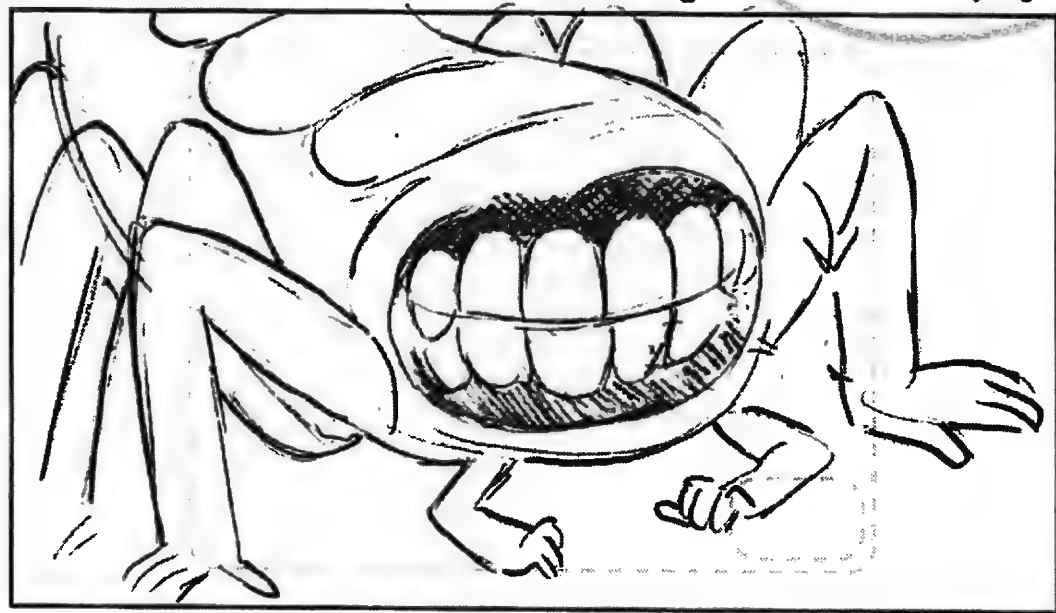

 REVISED
 02/09/15

NO PG. 168A

 Page 168
 169 NEW
 day night

 Sc. 105 *cont* Pnl. - C Bg.

day night


 Sc. 105 *cont* Pnl. - D Bg.


Dialog:

M.V. : *CHOMP!*

Action:

- PB LEAPS INTO M. VARMIN'S MOUTH

M.V. CHOMPS

FEB 04 2015

Timing:

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1034/208

Production :

1034/208

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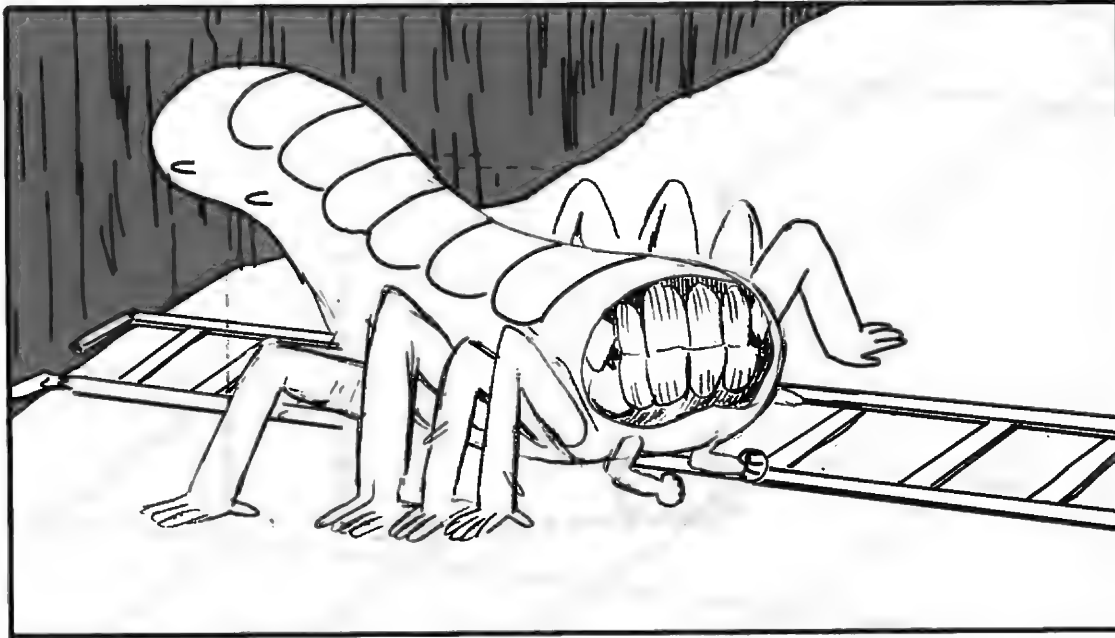
Page 169

Sc. 105A

Pnl. A

Bg.

day night

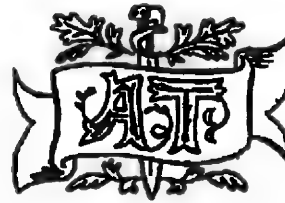


Dialog:
...
Action:
Timing:

EPISODE # 1034-208

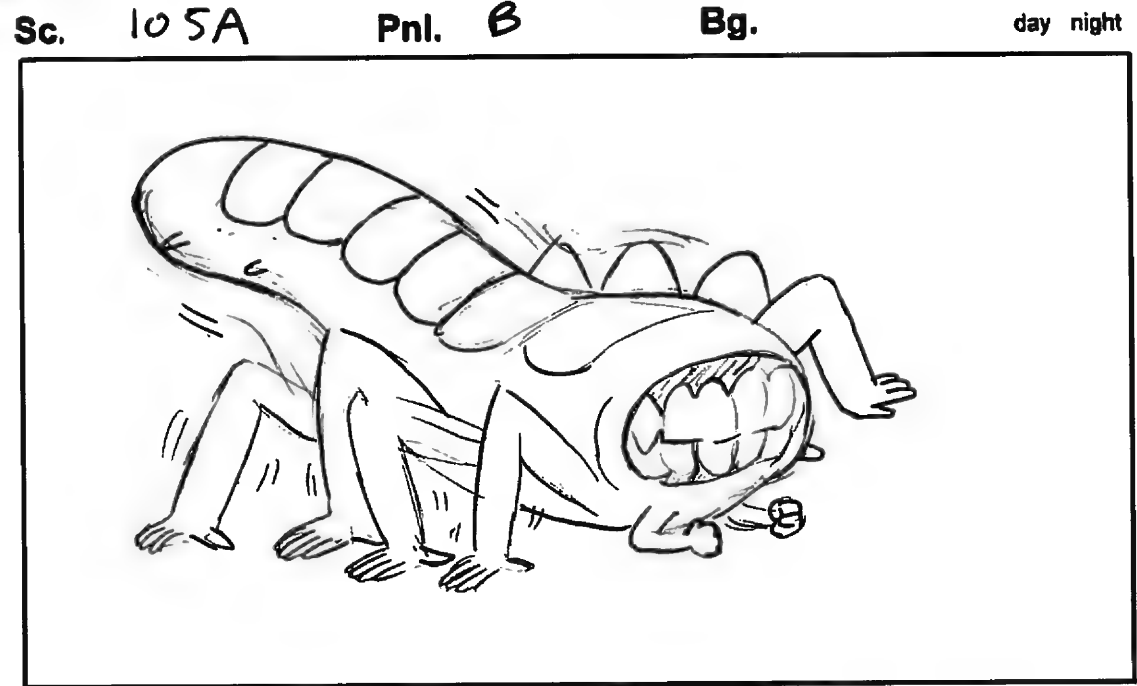
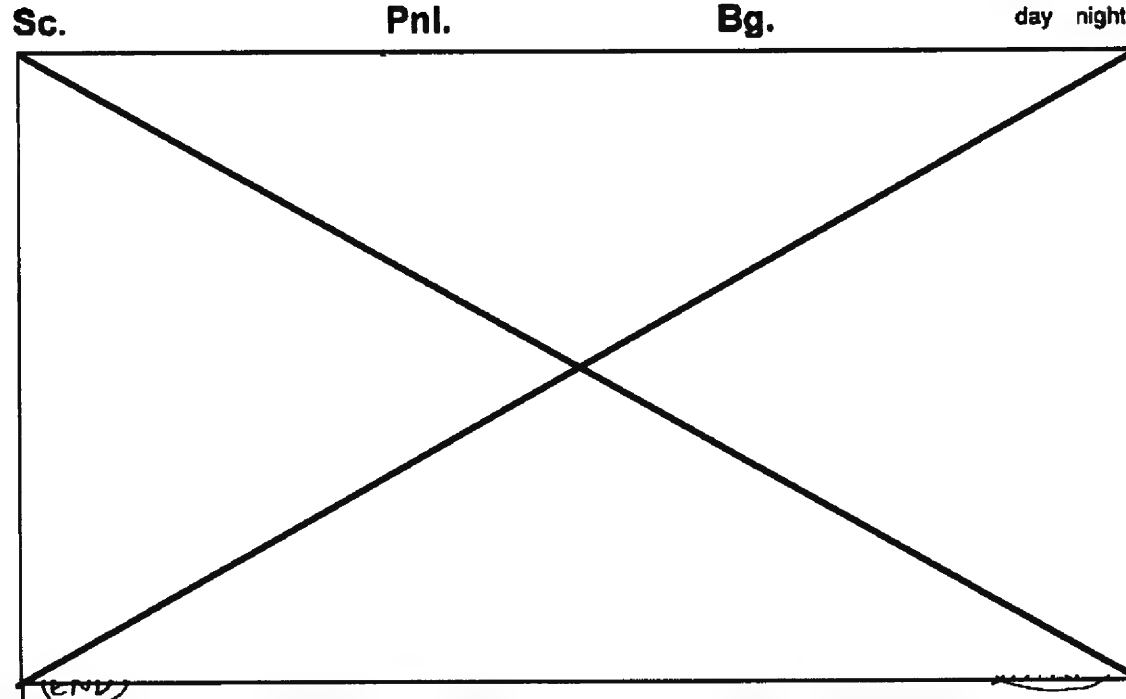
Production:

ADVENTURE TIME



REVISED
02/09/15

Page 169 A

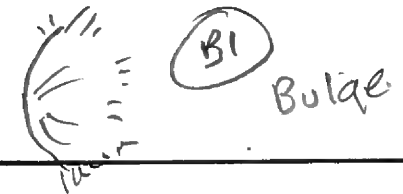


Dialog:

MOTHER
VARMINT : [WORRIED/CONFUSED NOISE]

Action:

VARMINT SHAKES



Timing:

1034-208

EPISODE #

Production :

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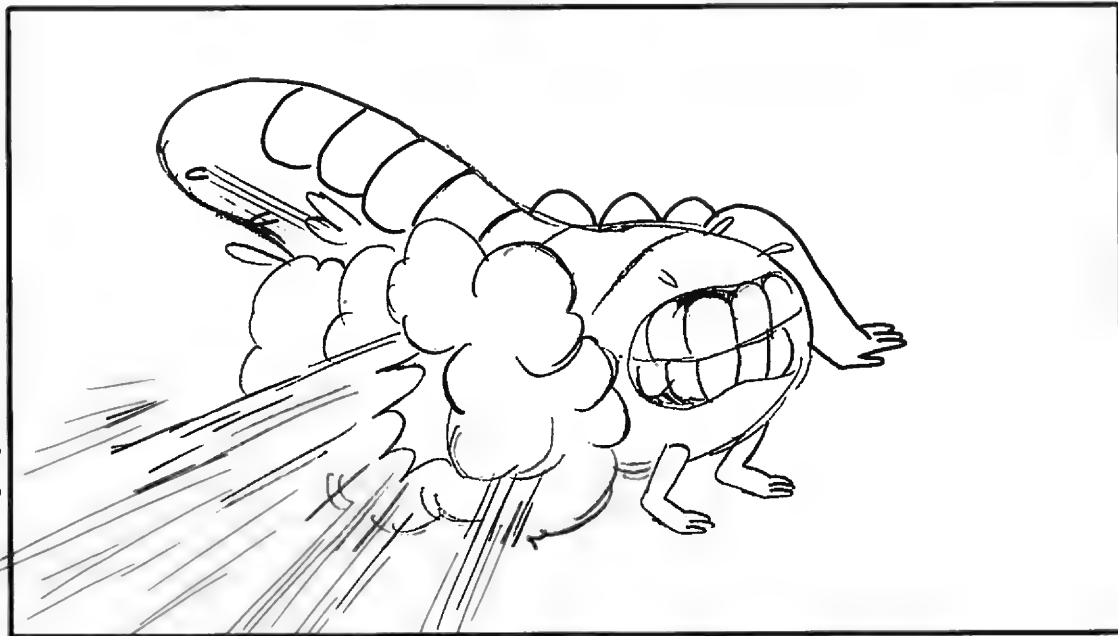
ADVENTURE TIME



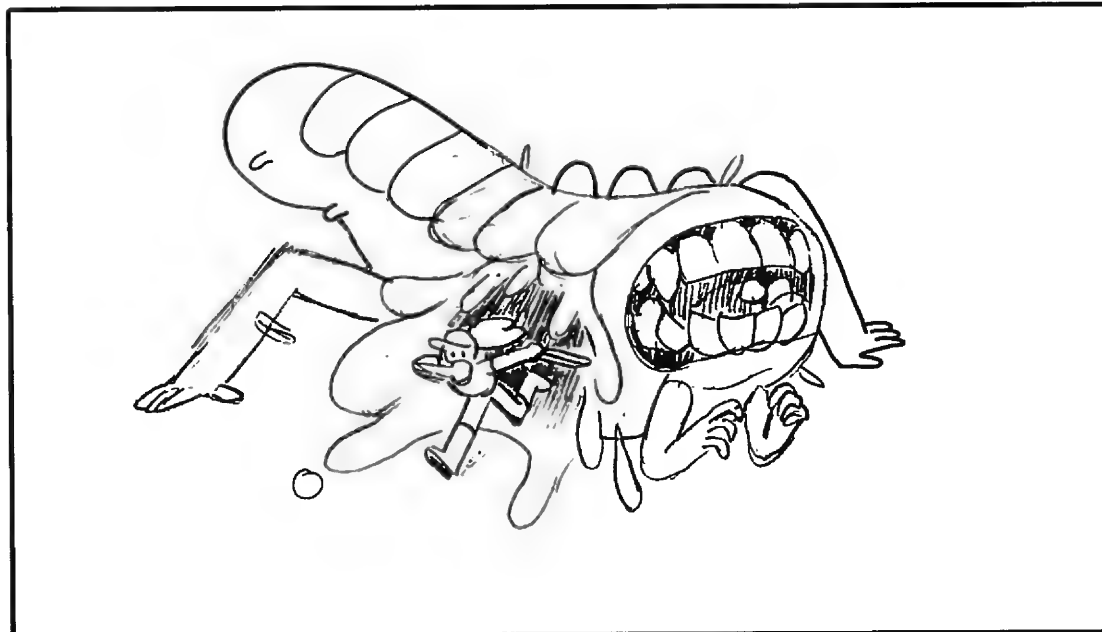
REVISED
02/09/15

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Sc. 105A Pnl. C Bg. day night



Sc. 105A Pnl. D Bg. day night



Dialog:

SFX: PCHOOOOM

MV: [ANGRY ROAR]

Action:

- C

- PB RUNS OUT

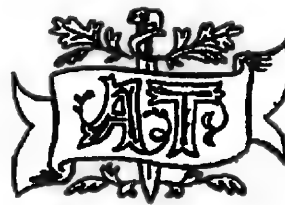
Timing:

EPISODE # 1034-208

Production :

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ADVENTURE TIME



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Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
					105A				
<p>Dialog:</p>					<p>Dialog:</p>				
<p>Action:</p>					<p>Action:</p>				
<p>Timing:</p>					<p>Timing:</p>				

- PB RUNS AWAY
FROM M. VARMIN.
- PAN W/ ACTION

1034-208

EPISODE #

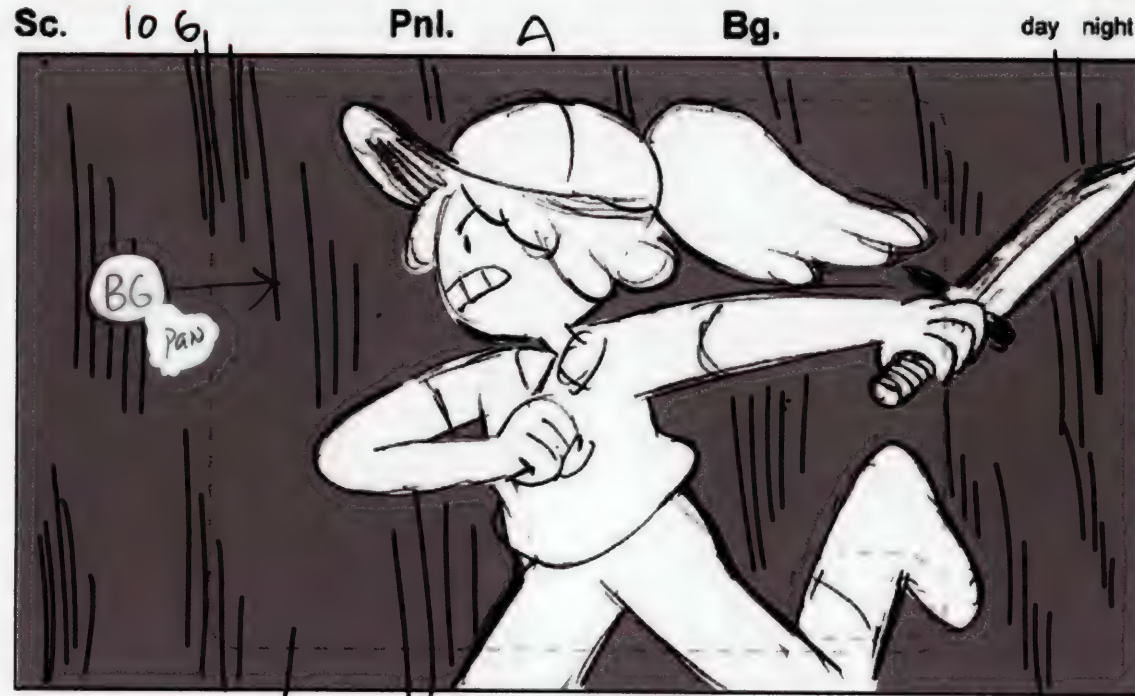
Production :

HW
Cut

ADVENTURE TIME



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Dialog:

DISTANT
WALL ACROSS
CHASM

Action:

-PB LOOKS BACK.

FEB 04 2015

Timing:

EPISODE #

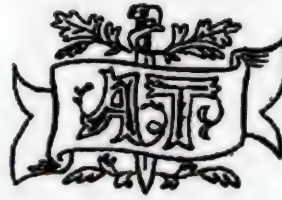
1034-208

1034/208

Production :

1034/208

ADVENTURE TIME



Page 173

Sc. 106 *cont* Pnl. C

Bg.

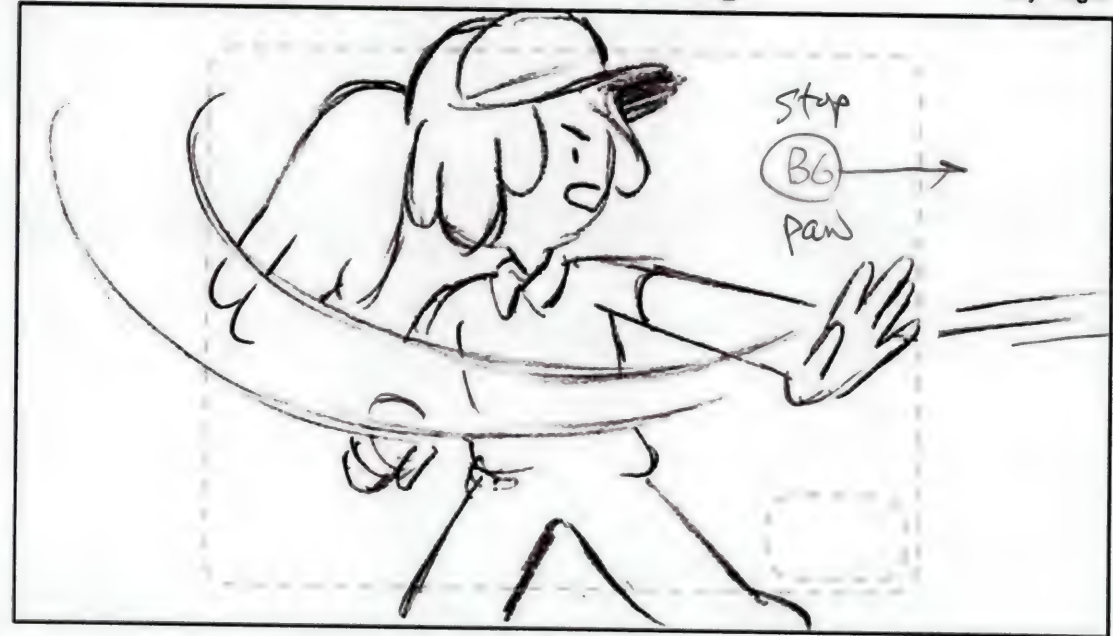
day night



Sc. 106 *cont* Pnl. D

Bg.

day night



Dialog:

PB: RAH!

Action:

-PB THROWS KNIFE OFF/S.

FEB 04 2015

Timing:

EPISODE #

1034-208

1034/208

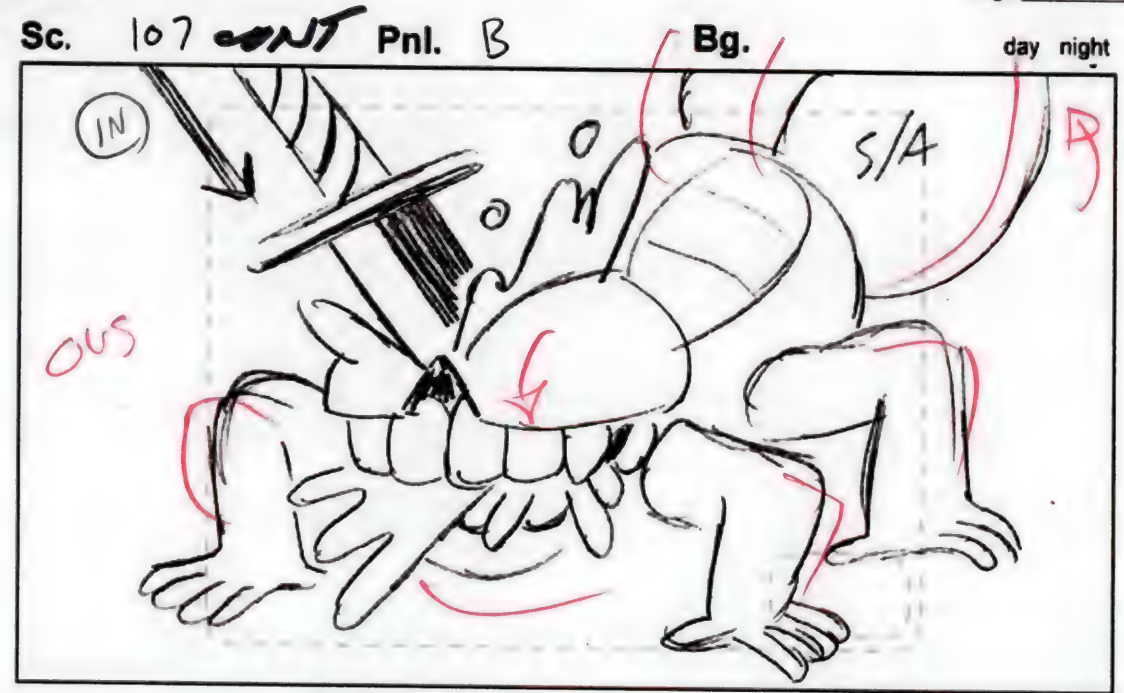
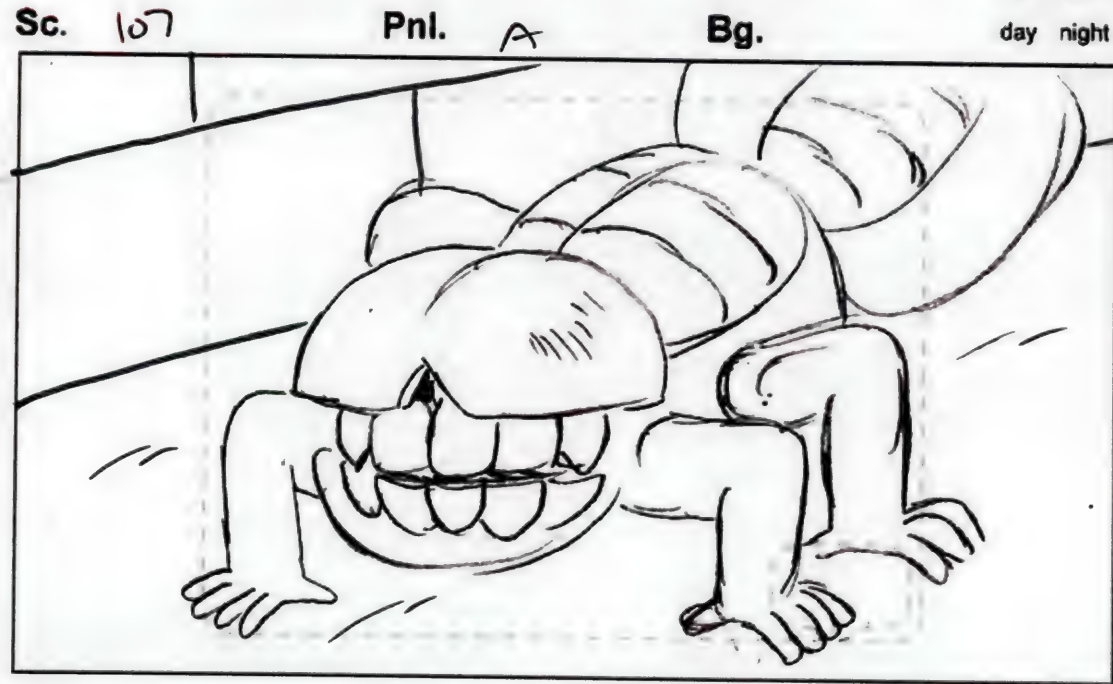
Production :

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ADVENTURE TIME



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Dialog:

SFX: **THWK**

Action:

- GUMMI-KNIFE HITS VARMIN.

FEB 04 2015

Timing:

EPISODE #

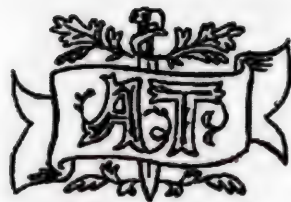
1034-208
1034/208

Production :

1034/208

1034/208

ADVENTURE TIME

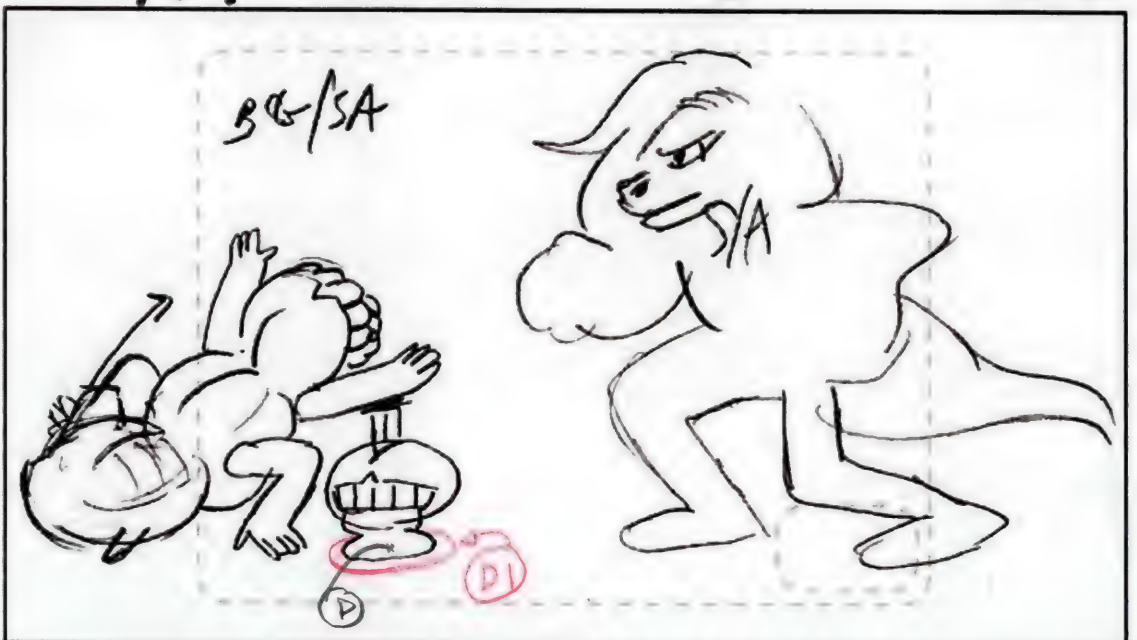


Page 175

Sc. 107 CONT Pnl. C Bg. day night



Sc. 107 CONT Pnl. D Bg. day night



Dialog:	VARMINT : [SCREECH]	
Action:	- CAMERA OUT TO INCLUDE MARCELINE.	-VARMINT ATTACKS.
Timing:	FEB 0 4 2015	

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1034-208

EPISODE #

1034/208

Production :

1034/208

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ADVENTURE TIME



Page **176**

Sc. **107 CONT** Pnl. **E** Bg. day night



Sc. **107 CONT** Pnl. **F** Bg. day night



Dialog:

Action:

Timing:

(F)



M: [GRUNT]

SFX: *SLSHH!*

-M. SLASHES AT VARMINTS. & SPLATS OS

FEB 04 2015

EPISODE # **1034-208**

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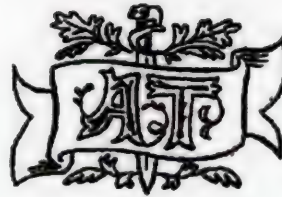
Production :

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1034/208

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ADVENTURE TIME



Page 177

Sc. 107 *CONT* Pnl. 6 Bg. day night



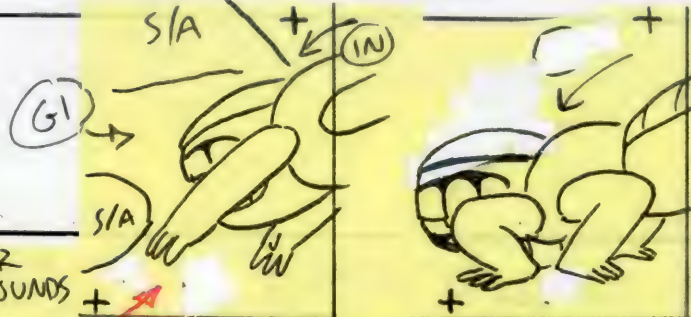
Sc. 107 *CONT* Pnl. H Bg. day night



Dialog:

Action: - ANOTHER
VARMINT BOUNDS
IN

Timing:



#3



G2

M:

- VARMINT TURNS TO ATTACK
- MARCELINE LIFTS FOOT HIGH.

FEB 04 2015



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EPISODE #

1034/208

ADVENTURE TIME

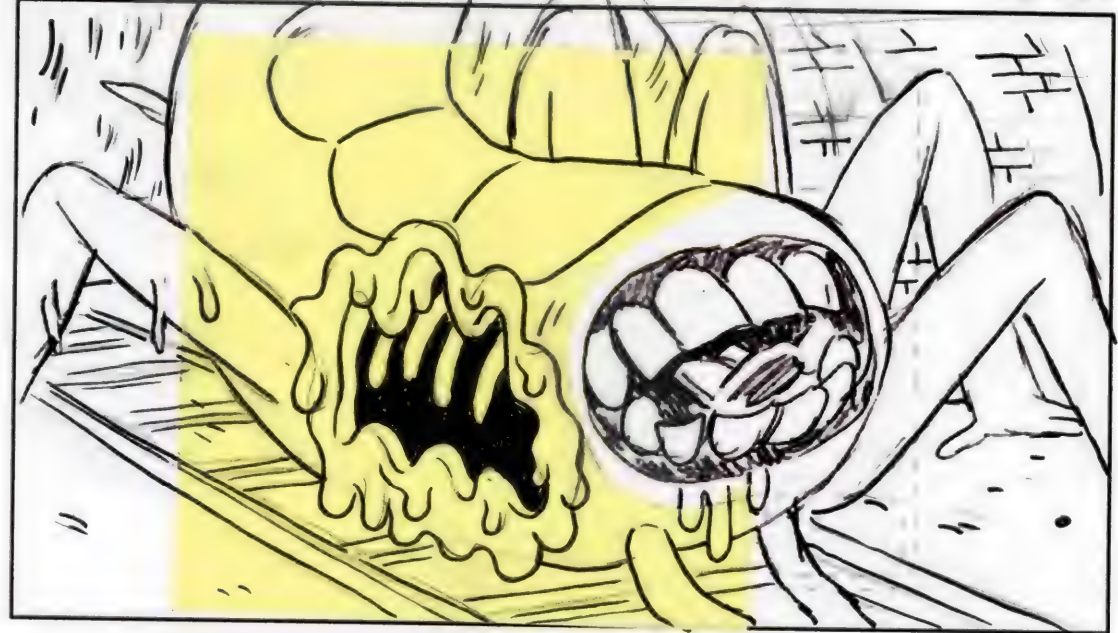


Page **178**

Sc. **107 CONT** Pnl. **1** Bg. day night



Sc. **108** Pnl. **A** Bg. day night



Dialog:

SFX: * SQUISH! *

MV: HEALING
GROOOOWL

Action:

Timing:

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Production :

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1034/208

1034/208

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ADVENTURE TIME

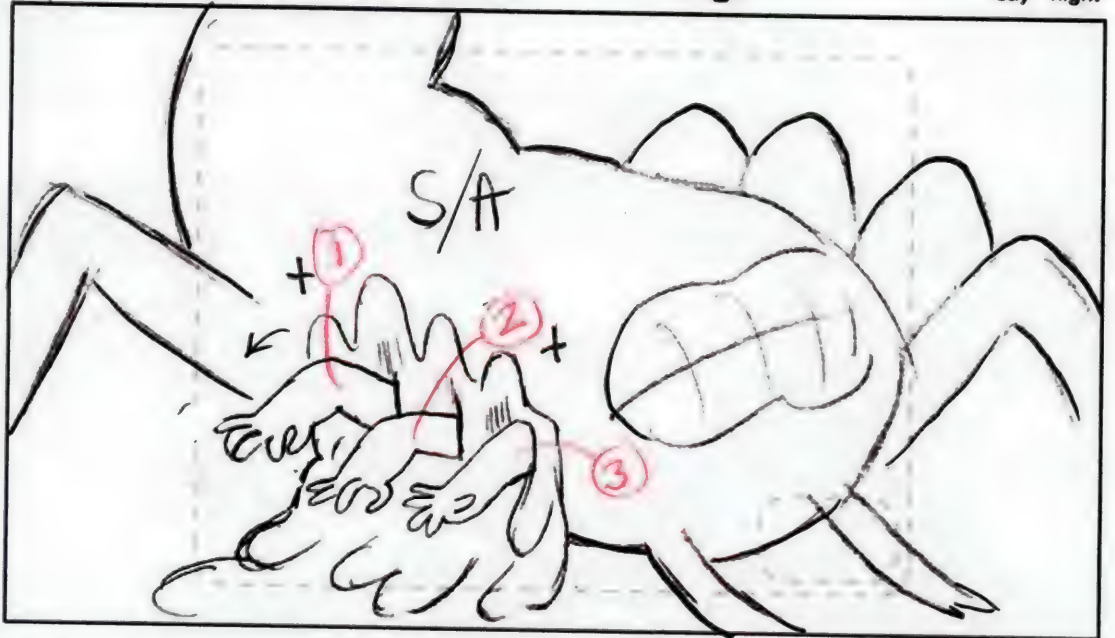


Page 179

Sc. 108 *cont* Pnl. B Bg. day night



Sc. 108 *cont* Pnl. C Bg. day night



Dialog:

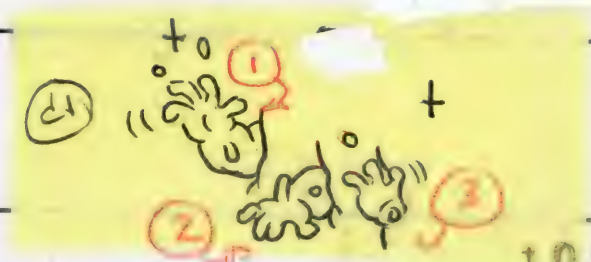
Action:

- HOLE FILLS WITH GOO, STARTS HEALING.

Timing:



- gross Baby arms emerge, WRIGGLING



FEB 11 4 2015

EPISODE # 1034-208

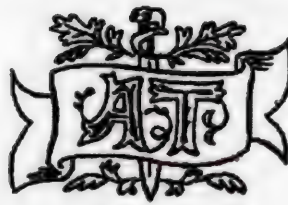
Production :

1034/208

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ADVENTURE TIME



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Sc. 109 Pnl. A Bg. day night



Sc. 109 *CONT* Pnl. B Bg. day night



Dialog:	(PB) ew.
Action:	FEB 04 2015
Timing:	

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1034/208

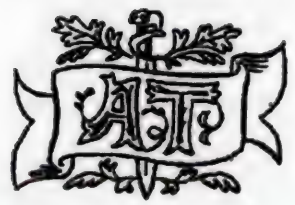
Production :

1034/208

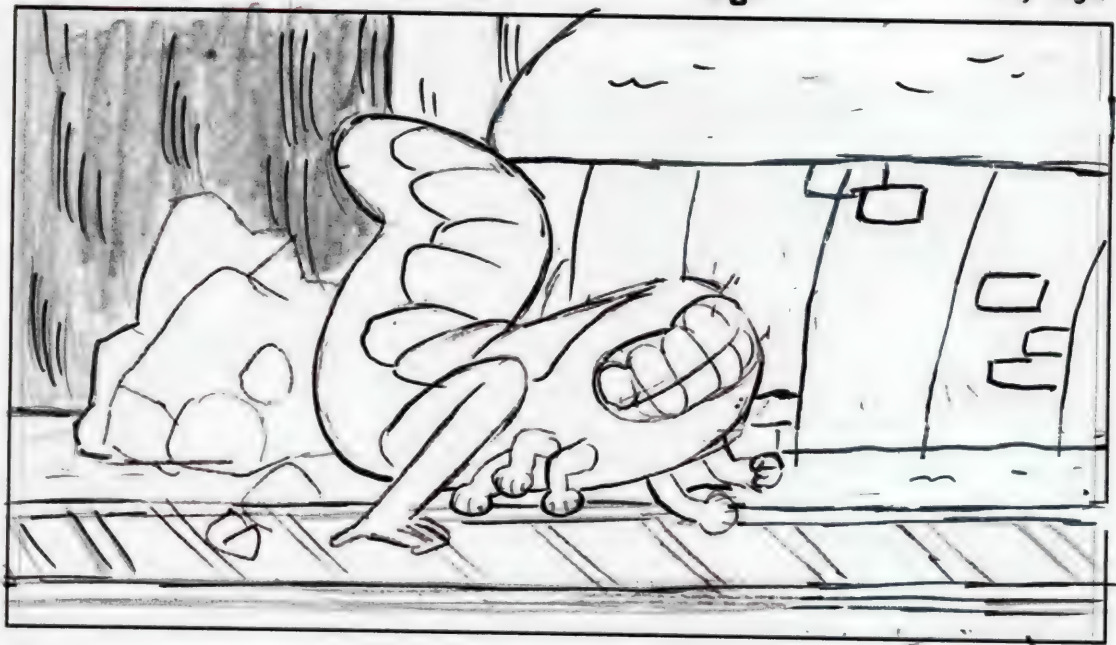
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1034/208

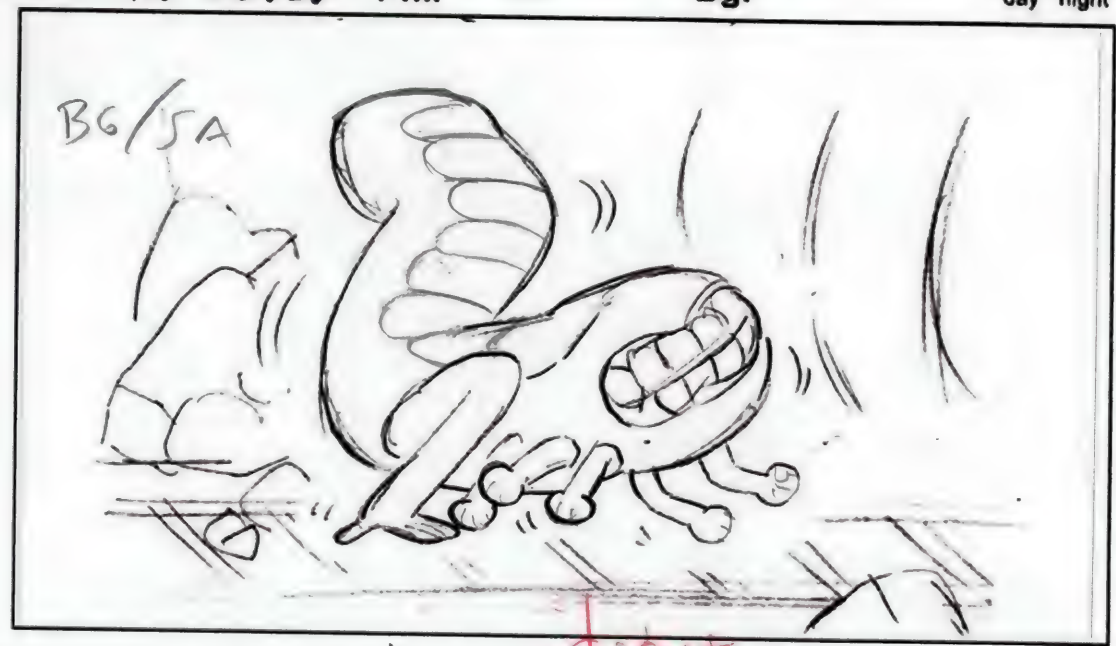
ADVENTURE TIME



Sc. 110 Pnl. A Bg. day night



Sc. 110 *cont* Pnl. B Bg. day night



Dialog:	<p><i>distort</i></p> <p><i>Pans w/ Action</i> →</p> <p><u>SFX</u>: * SH-SH-SH-SH *</p> <p>- M V SHAKING</p> <p>FEB 04 2015</p>
Action:	
Timing:	

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1034/208

Production :

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1034/208

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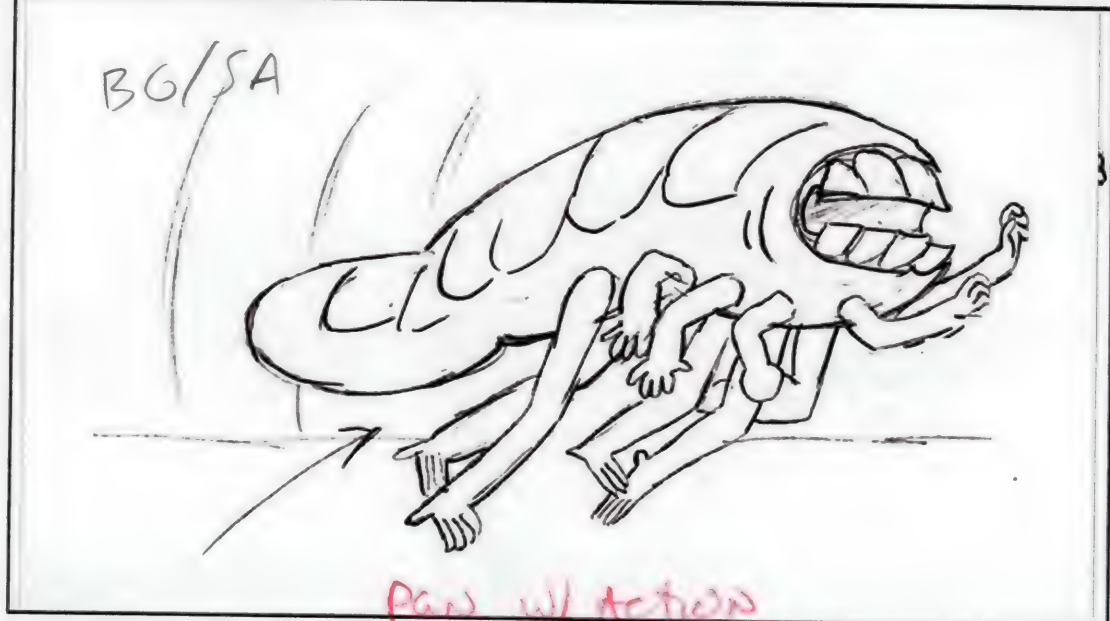
ADVENTURE TIME



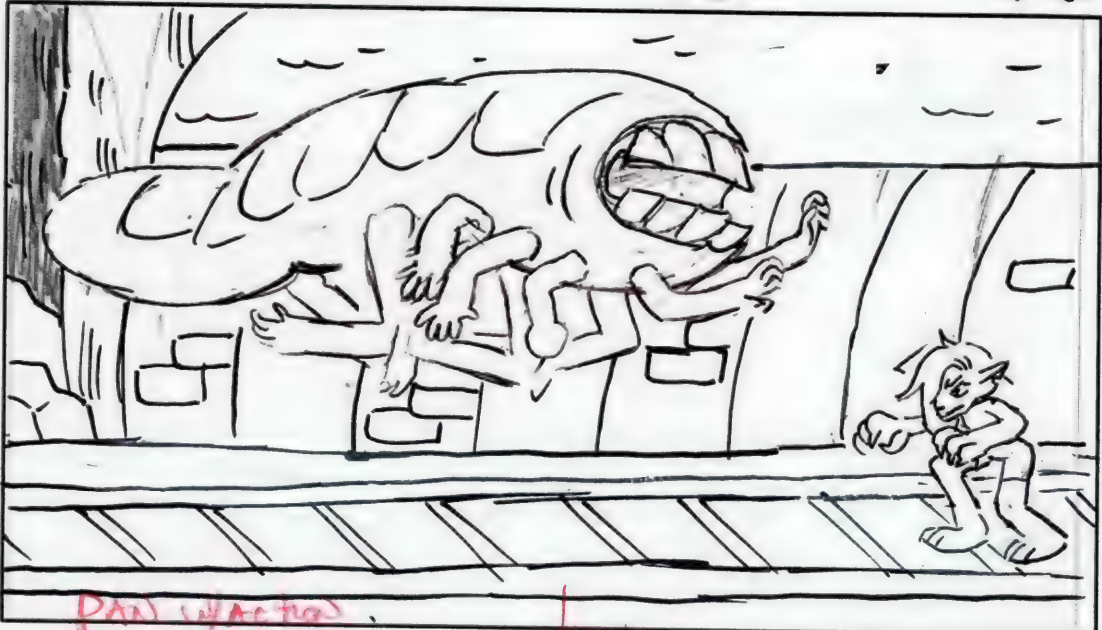
NO SC
111

Cut

Sc. 110 *cont* Pnl. C Bg. day night



Sc. 110 *cont* Pnl. D Bg. day night

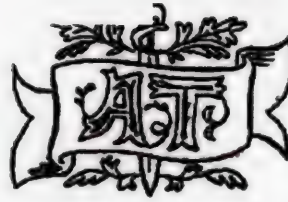


Dialog:	
Action:	- M.V. LEAPS OFF/S. - M.V. LEAPS ON/S.
Timing:	

FEB 04 2015

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1034/208
Production :

ADVENTURE TIME



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Sc. 112

Pnl. A

Bg.

day night



Sc. 112 *CONT*

Pnl. B

Bg.

day night



(PB) MARCELINE!
LOOK OUUUUTTT!!

Dialog:

Action:

Timing:

FEB 04 2015

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1034/208

Production :

1034/208

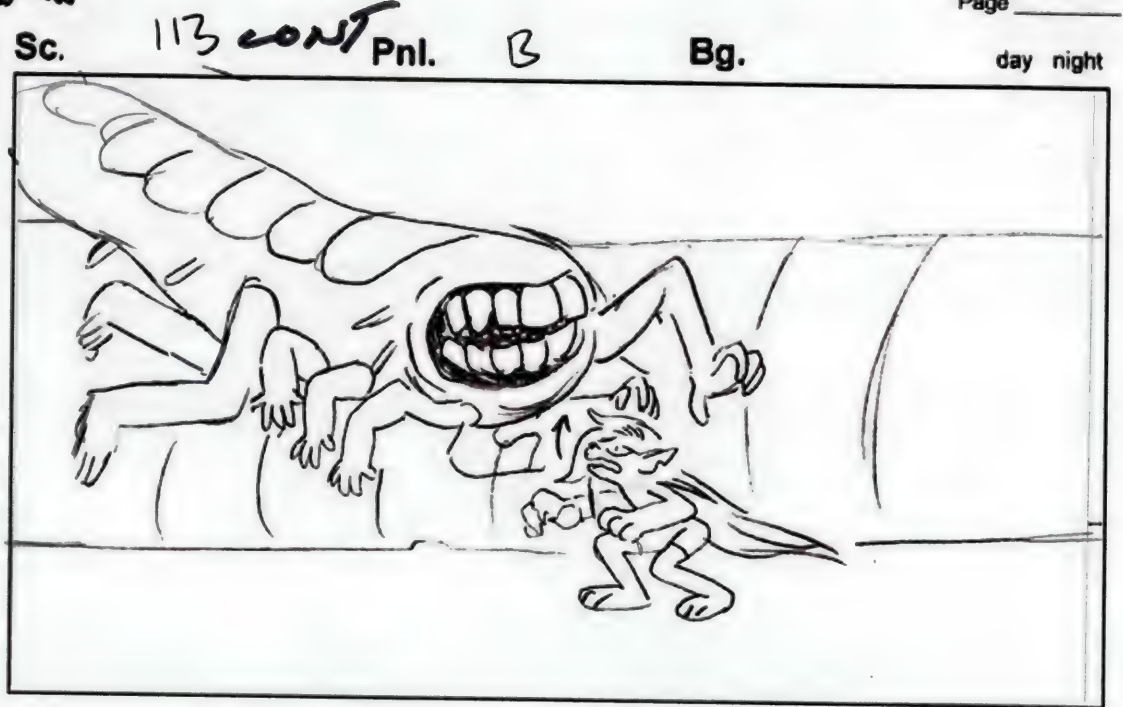
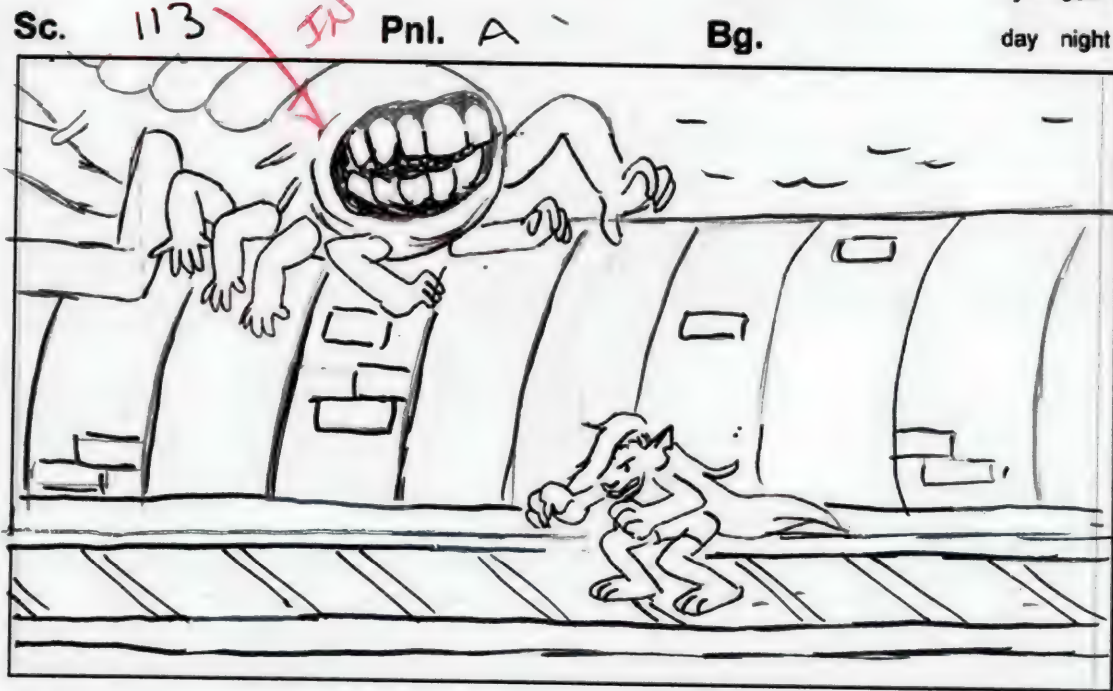
Cont

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ADVENTURE TIME



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Dialog:

M: HRUH?

Action:

- M.V. PLUMMETS TOWARDS M.

- M LOOKS UP

FEB 04 2015

Timing:

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1034/208

Production :

ADVENTURE TIME

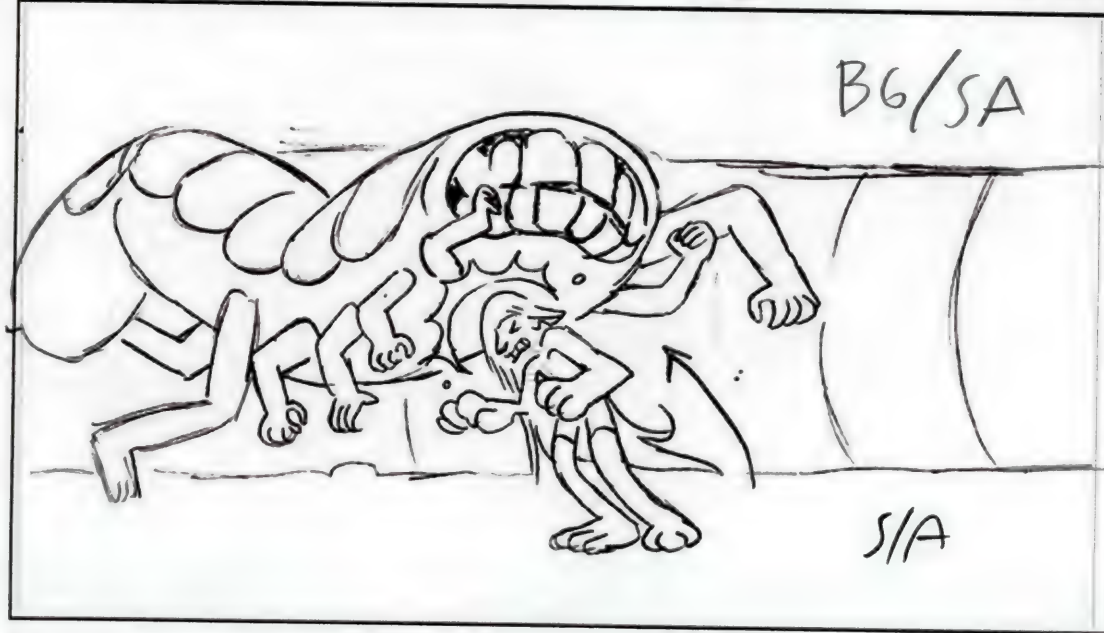


Page 185

Sc. 113 CONT Pnl. C

Bg.

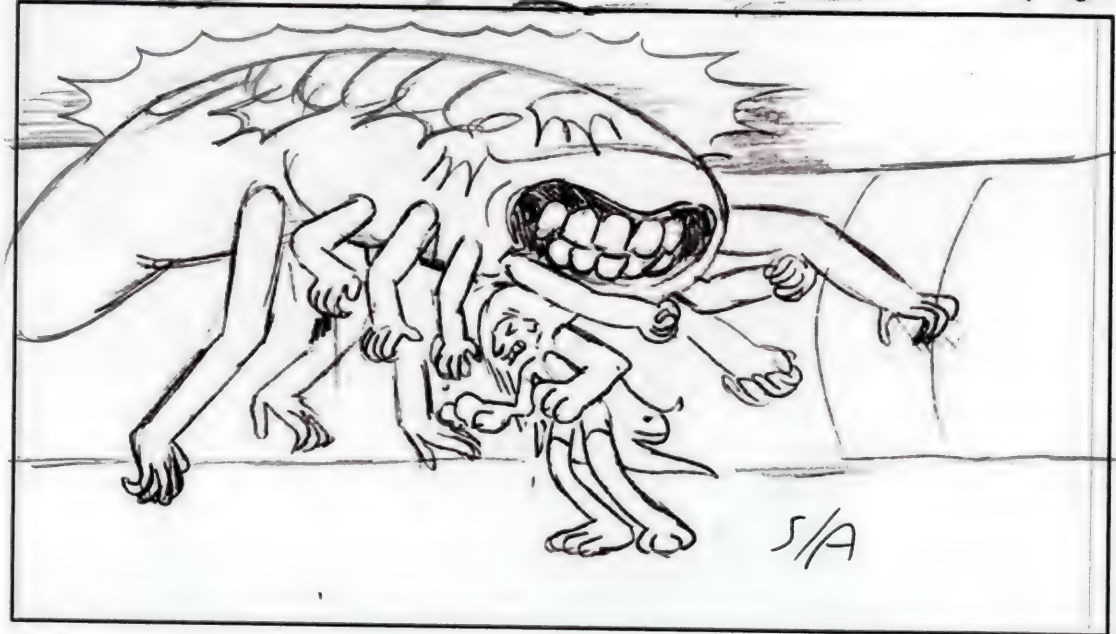
day night



Sc. 113 CONT Pnl. D

Bg.

day night



Dialog:

M: [PAINFUL GRUNT]

M.V: [SCREECH IN PAIN]

Action:

- M SLAMS AGAINST MV

- MV HITS THE CEILING

FEB 04 2015

Timing:

EPISODE # 1034-208

1034/208

Production :

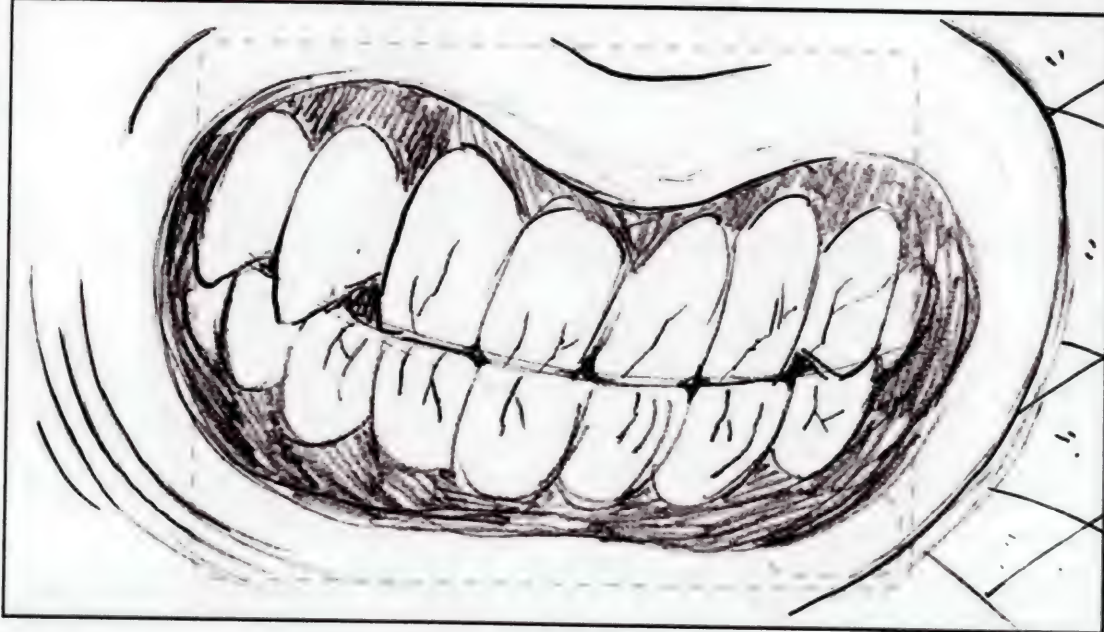
1034/208

the cut

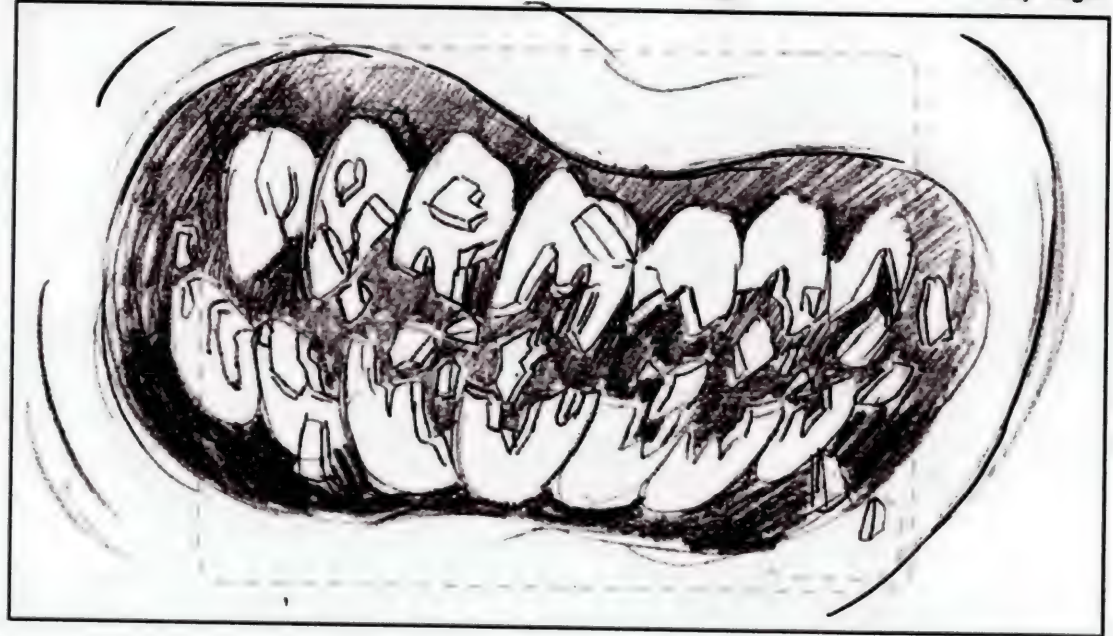


ADVENTURE TIME

Sc. 114 Pnl. A Bg. day night



Sc. 114 CONT Pnl. B Bg. day night



Dialog:

SFX: *KK-KK-KK*

SFX * SKSHHH *

Action:

CU OF TEETH FRACTURING.

-TEETH SHATTER IN SLO-MO (REF. TO "DENTIST")

Timing:

FEB 04.2015

Production :

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EPISODE #

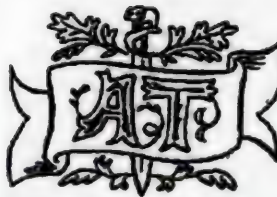
1034/208

1034/208

Ho
Cut

Ho
Cut

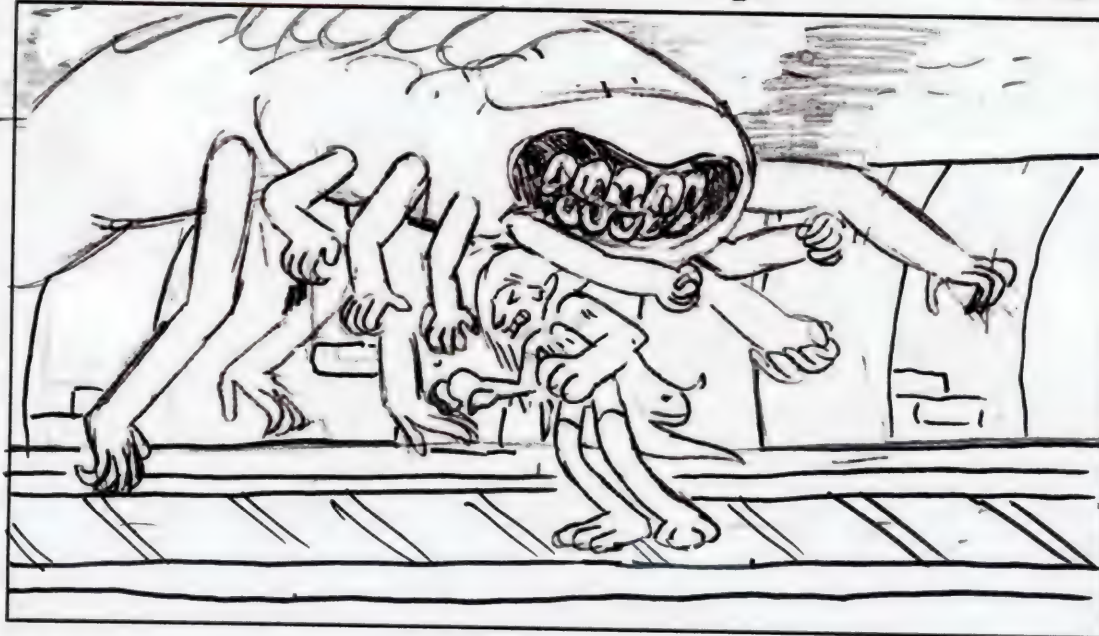
1034/208



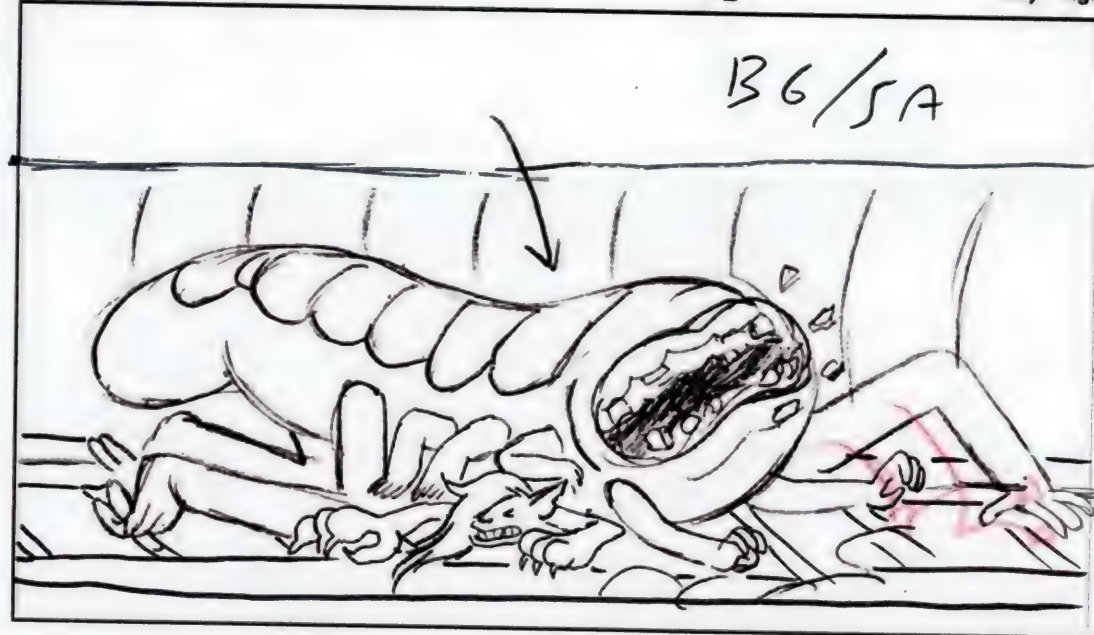
ADVENTURE TIME

Page 187

Sc. 115 Pnl. A Bg. day night



Sc. 115 CONT Pnl. B Bg. day night



Dialog:

M: UGH!

Action:

- M.V. COLLAPSES ON TOP OF MARCELINE.

- M SHAPESHIFTS TO
NORMAL SIZE

Timing:

FEB 04 2015

Production :

EPISODE #

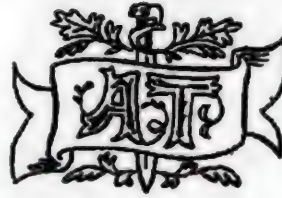
1034-208

1034/208

1034/208

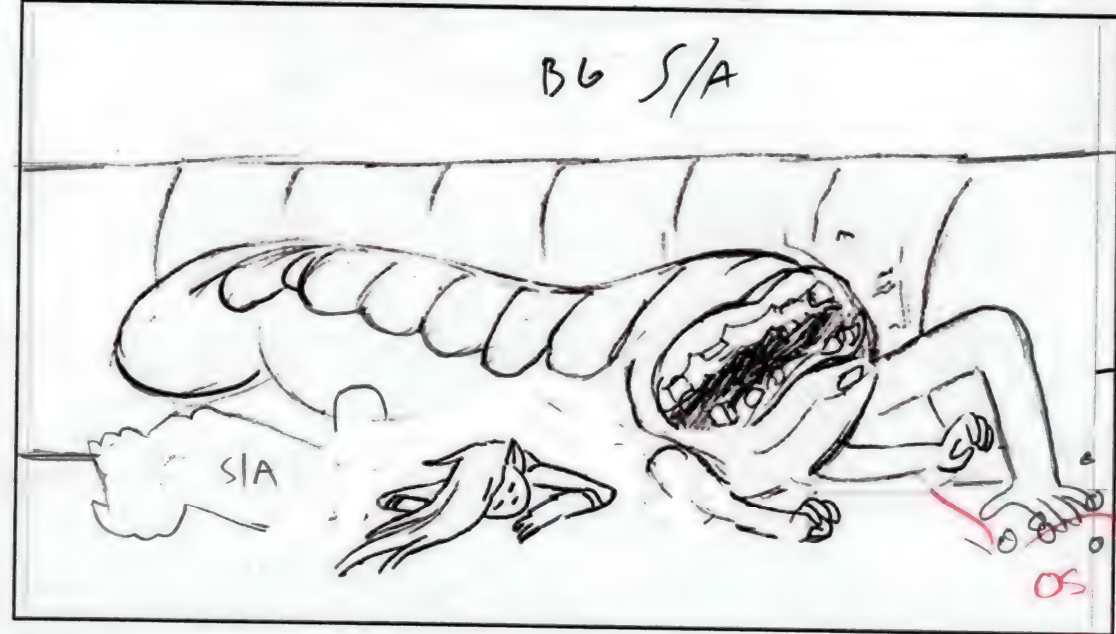
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ADVENTURE TIME

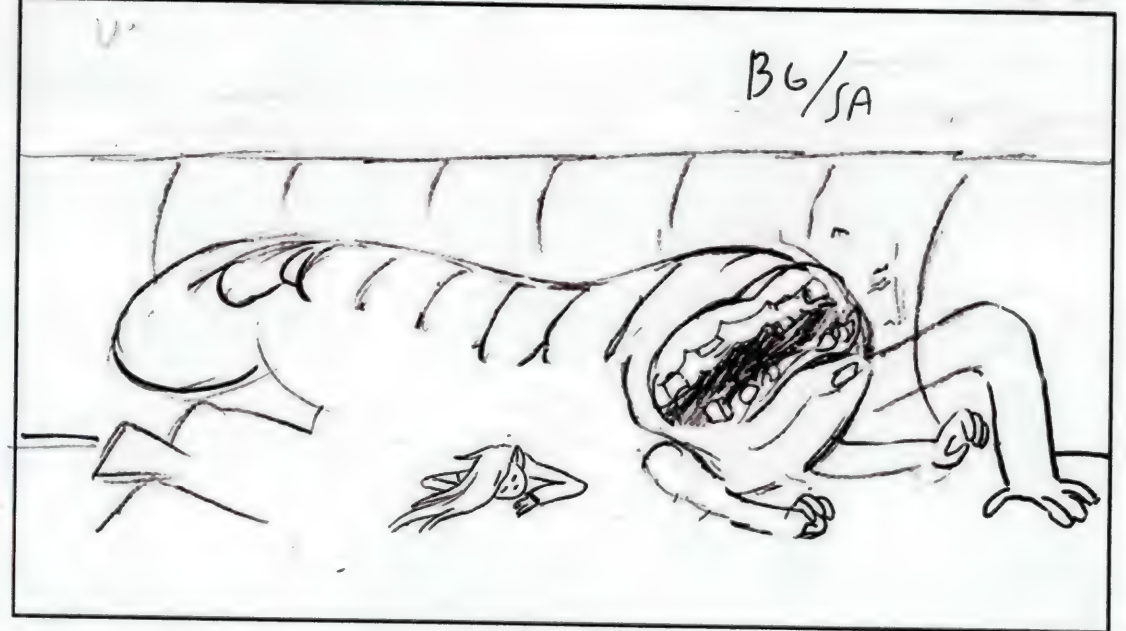


Page 188

Sc. 115 CONT Pnl. C Bg. day night



Sc. 115 CONT Pnl. D Bg. day night



Dialog:

ugh!
M/ Come on!

Action:

MARC MORPHS
Back to Normal
SELF

Timing:

FEB 04 2015

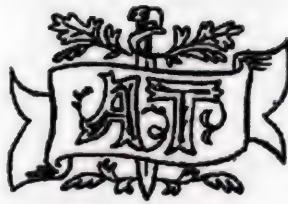
EPISODE # 1034-208

Production :

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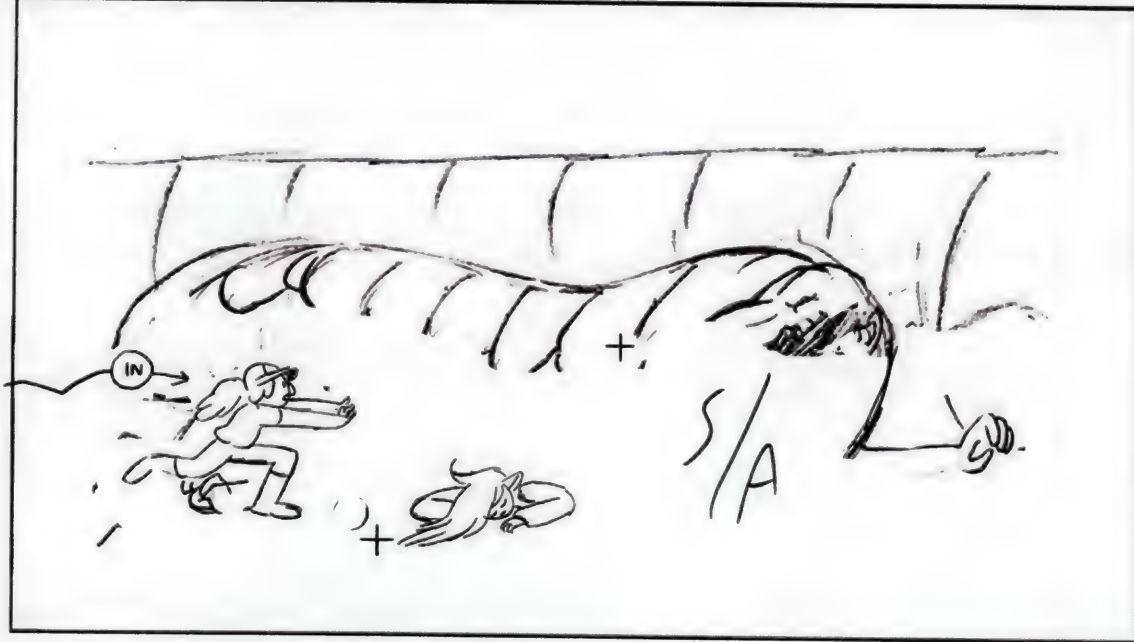
1034/208

ADVENTURE TIME

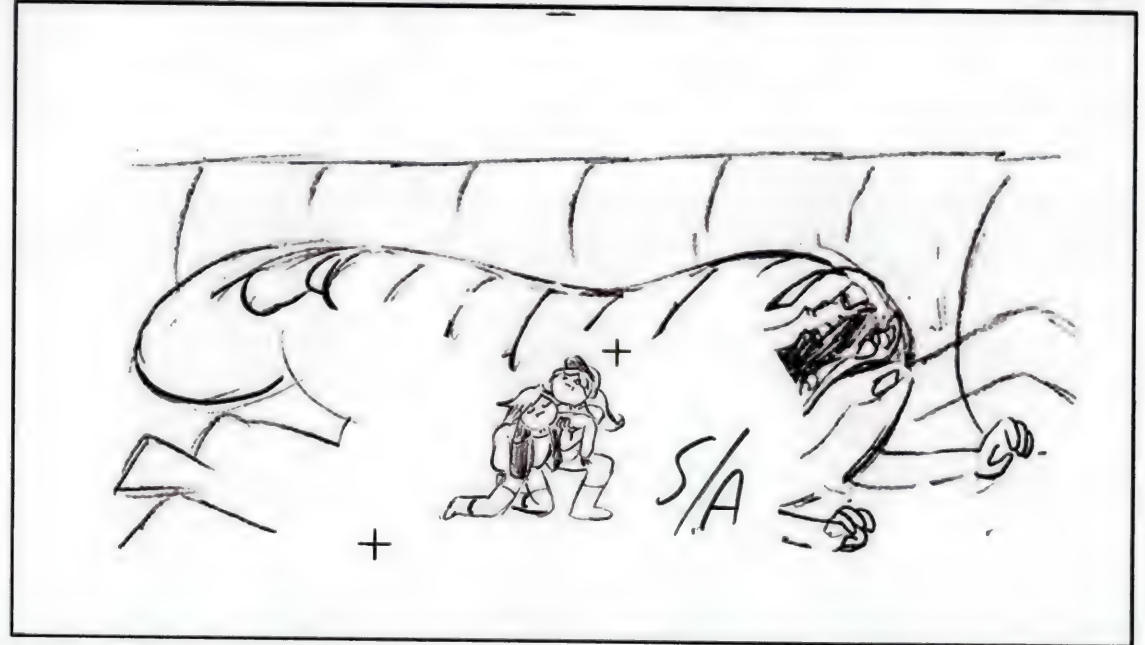


Page 189

Sc. 115 CONT Pnl. E Bg. day night



Sc. 115 CONT Pnl. F Bg. day night



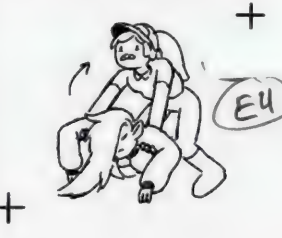
Dialog:

(PB) MARCY!

Action:

- PB RUNS ON/S
AND GRABS M.

Timing:



(PB) HNNNGHHH

- PB STRAINS TO PICK UP MARCELINE

FEB 04 2015

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EPISODE #

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Production :

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ADVENTURE TIME



Sc. 115 *CONT* Pnl. G

Bg.

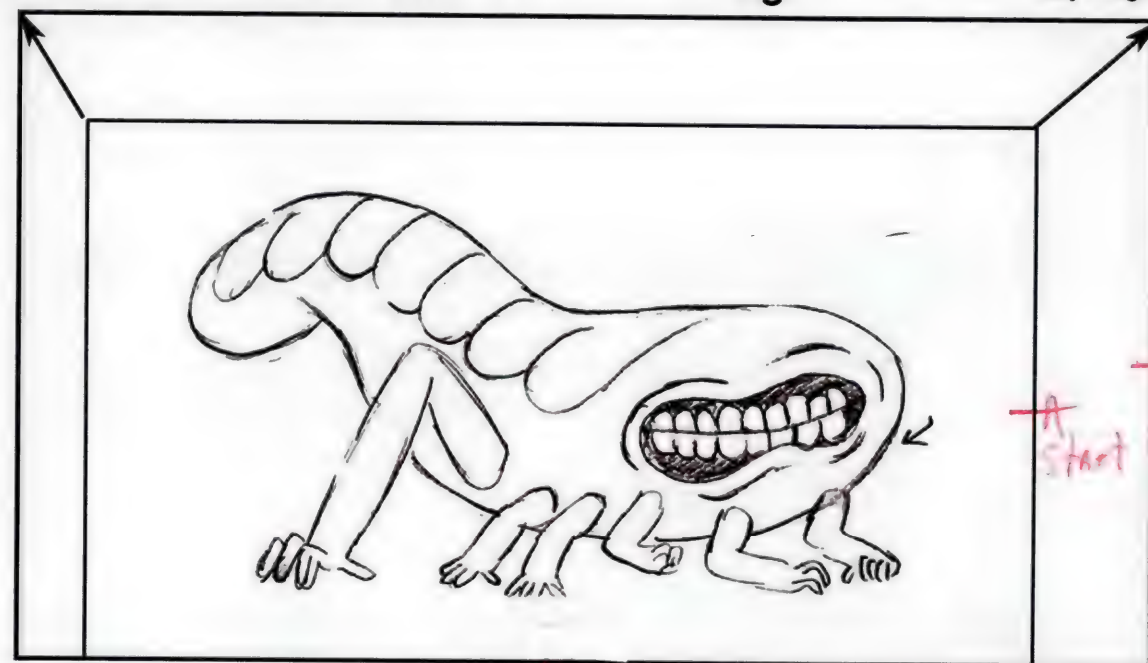
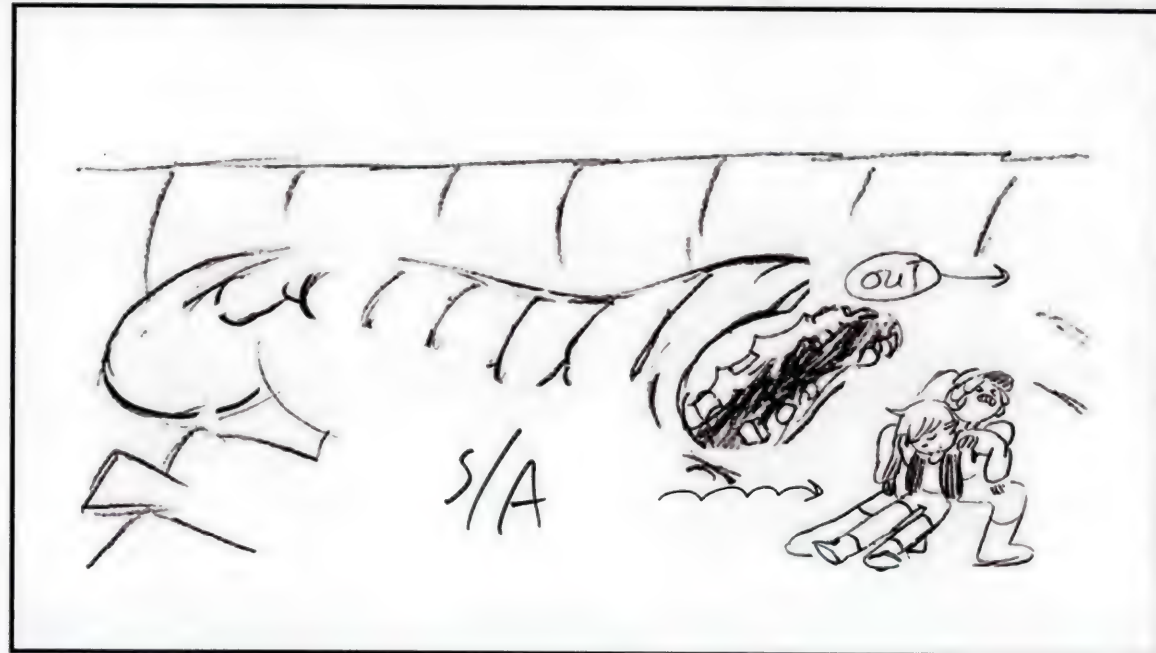
day night

Sc. 115 *CONT* Pnl. H

Bg.

Page 190

NO PG 191
day night



Dialog:

Action:

- PB HUSTLES OFF/5 DRAGGING M.

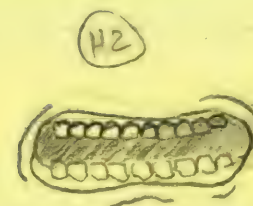
- TEETH GROW BACK

- Truck out

Timing:

(H1)

FEB 04 2015



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Production:

1034/208

ADVENTURE TIME



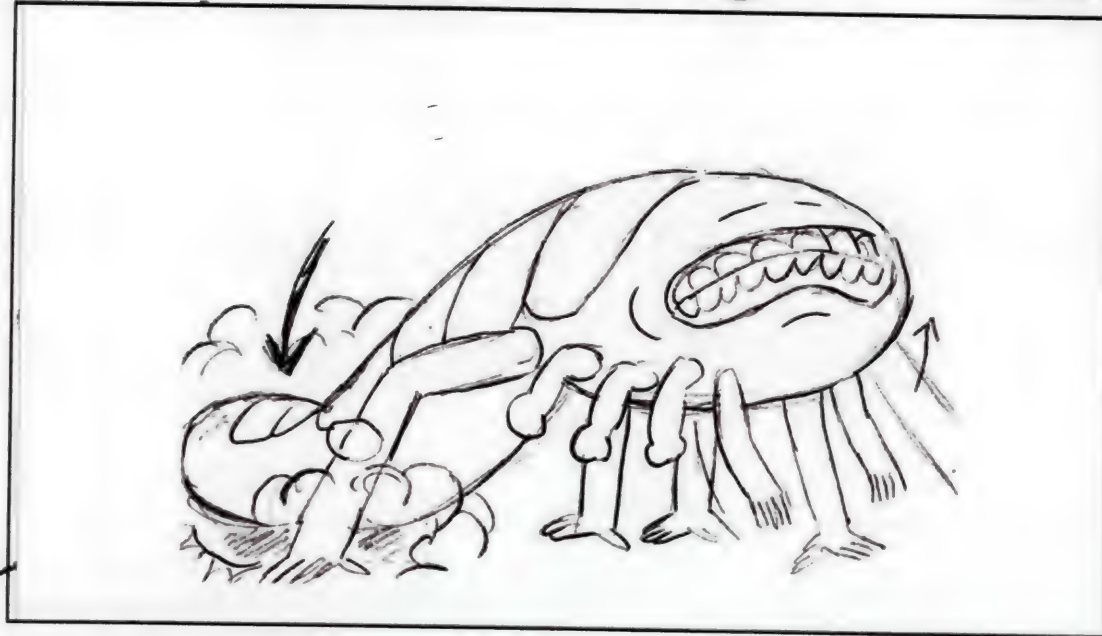
No Sc.116

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Sc. 115 *cont* Pnl. I

Bg.

day night

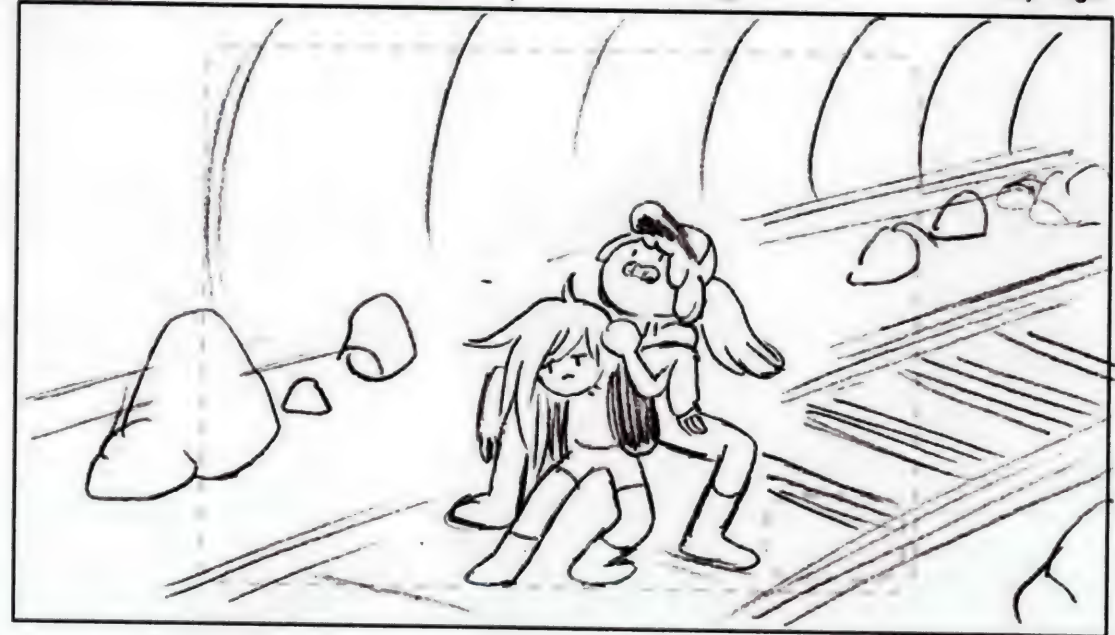


Sc. 117

Pnl. A

Bg.

day night



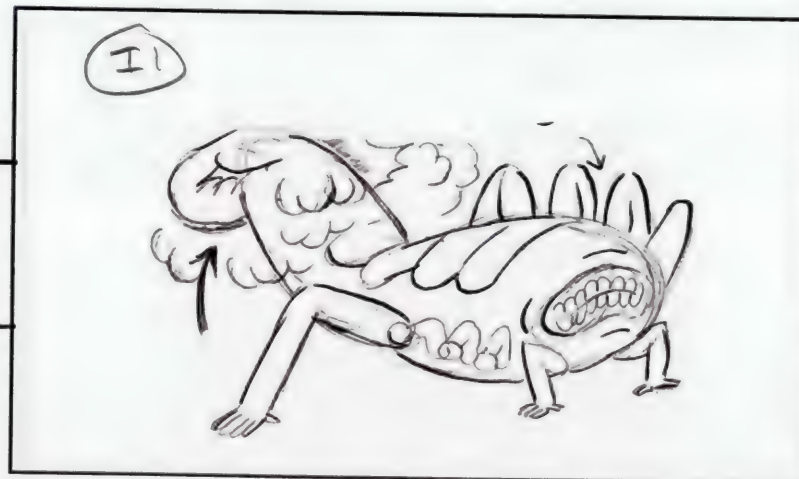
Dialog:

SFX: **BAM**

Action:

- M.V.
SLAPS CEILING
AND FLOOR
W/ TAIL **BAM**

Timing:



SFX: *RUMBLING*

FEB 04 2015



(A1)

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EPISODE #

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Production :

1034/208

ADVENTURE TIME

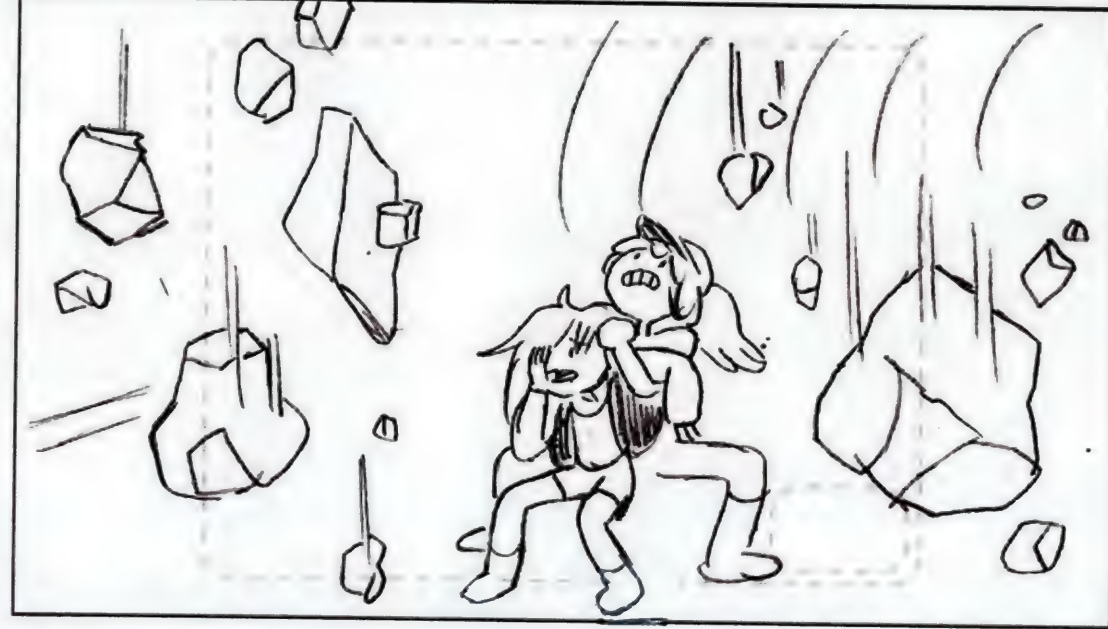


HO
CUT

Page 193

CUT

Sc. 117 *cont* Pnl. B Bg. day night



Sc. 118 Pnl. A Bg. day night



Dialog:	<p><u>M</u>: UHHH</p> <p>(PB) SHE'S GOING TO BRING THE WHOLE TUNNEL DOWN!</p>
Action:	<p>- MARCELINE REGAINS HER SENSES</p> <p>- ROCK CANDY CHUNKS RAIN DOWN.</p> <p style="text-align: right;">FEB 0 4 2015</p>
Timing:	

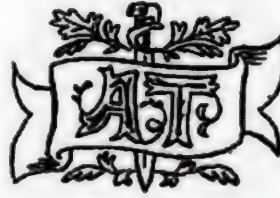
EPISODE # 1034-208

Production :

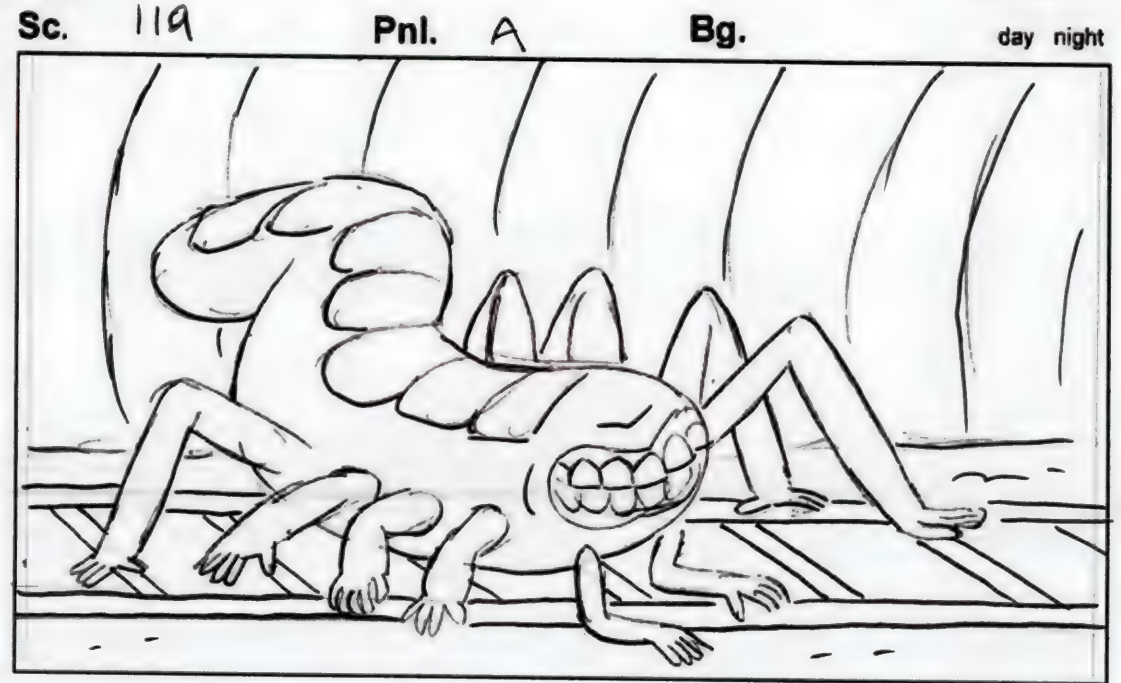
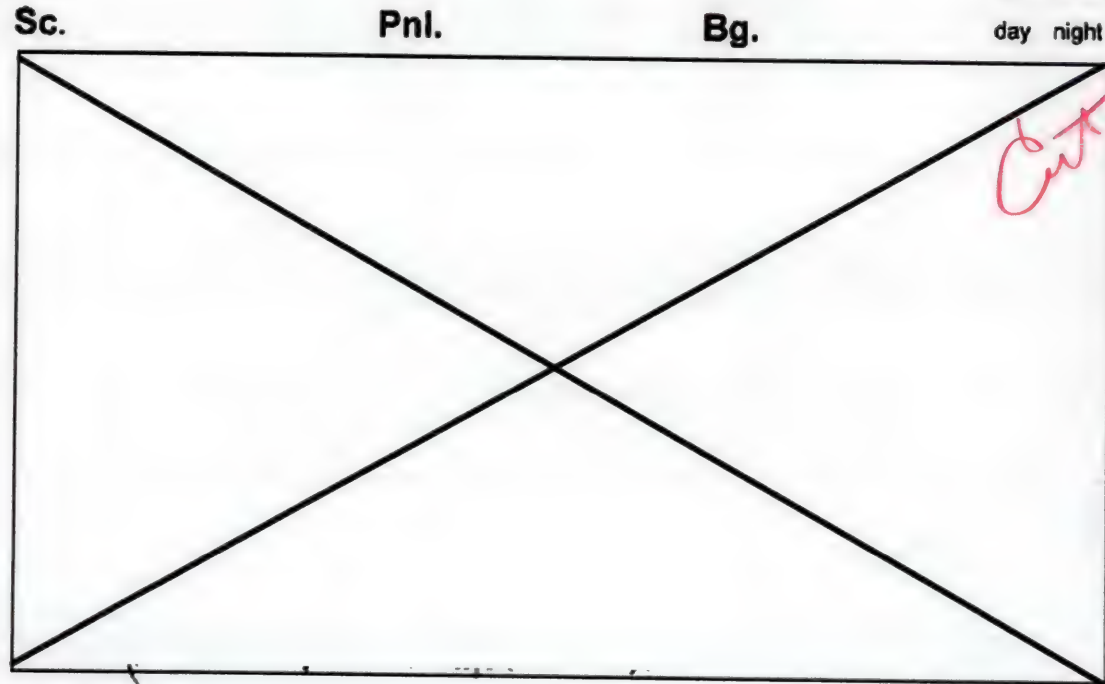
1034/208

1034/208

ADVENTURE TIME



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Dialog:

Action:

Timing:

FEB 04 2015

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Production :

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ADVENTURE TIME



cut

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Sc. 119 *cont* Pnl. B

Bg.

day night

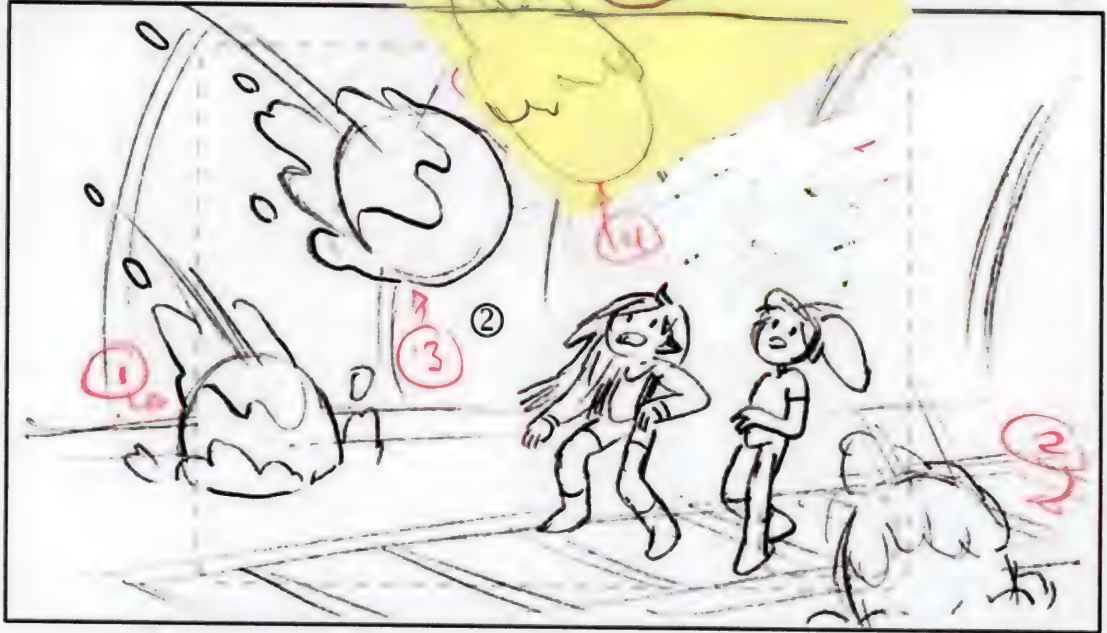


Sc. 120

Pnl.

(A)

day night



Dialog:

SFX: * PCHW - PCHW

SFX: * THINK - THINK * THINKX

FEB 04 2015

Action:

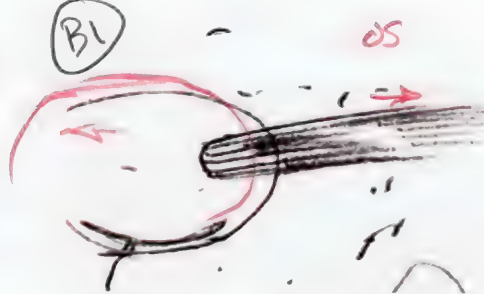
-M.V.
RESUMES
FIRING EGGS

Timing:

0.5
RECOIL
BACK

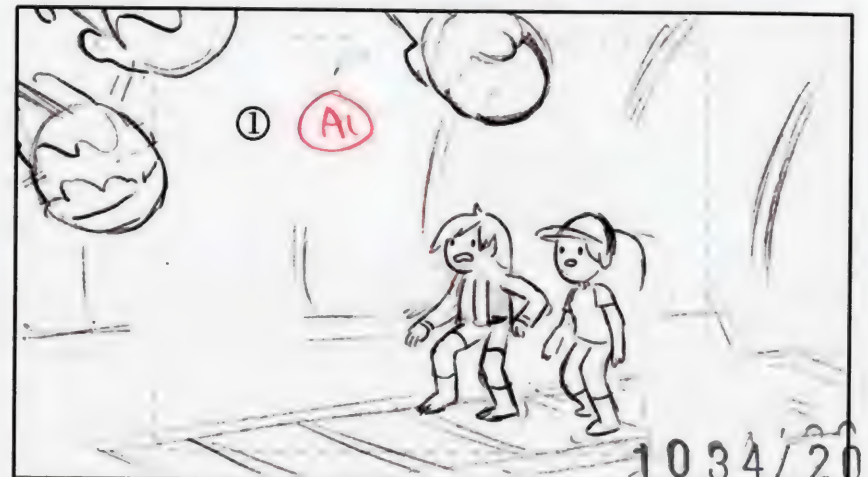
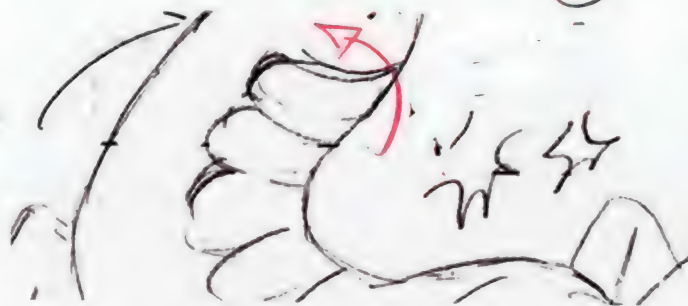
(A)

(B1)



RECOIL UP

(B2)



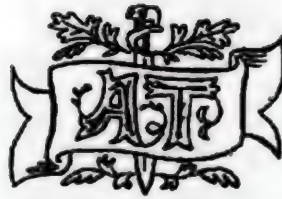
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EPISODE #

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ADVENTURE TIME

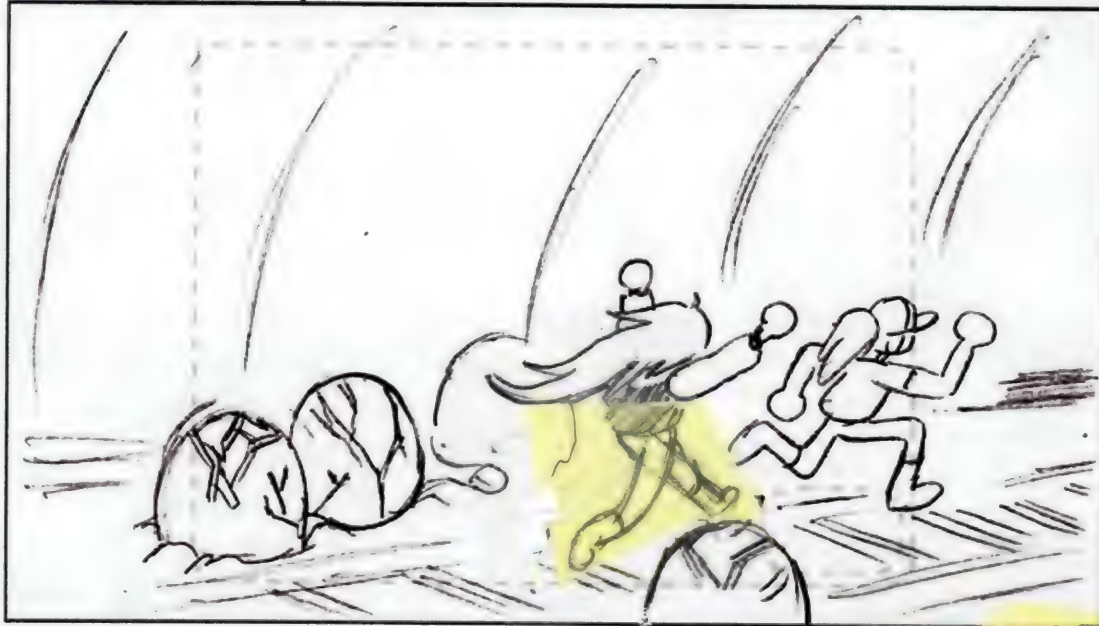


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Sc. 126 *cont* Pnl. B

Bg.

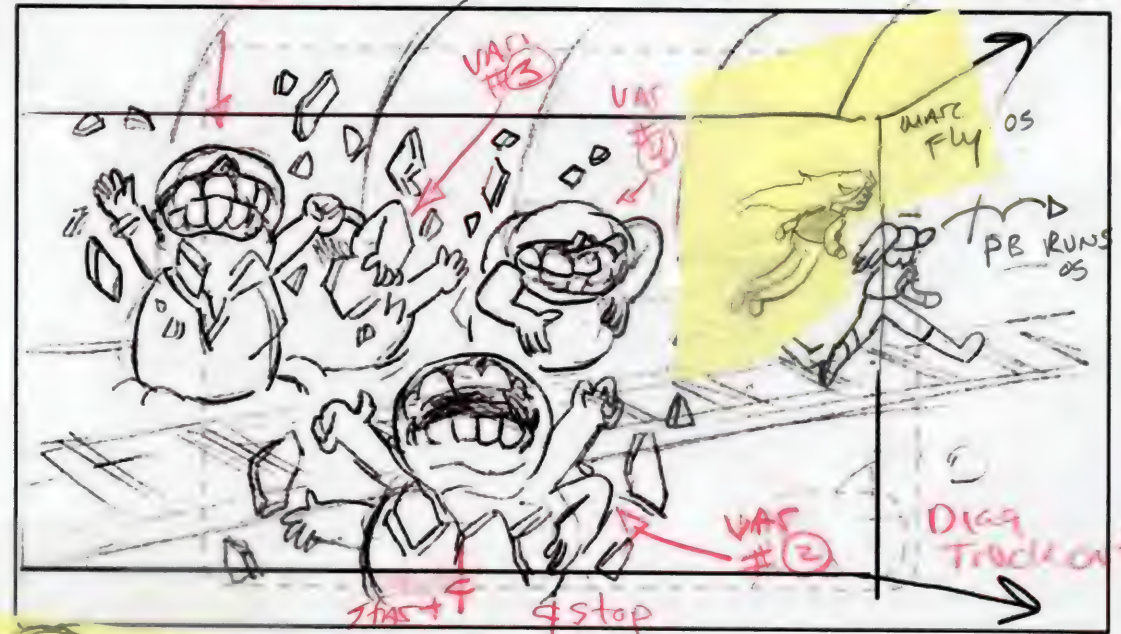
day night



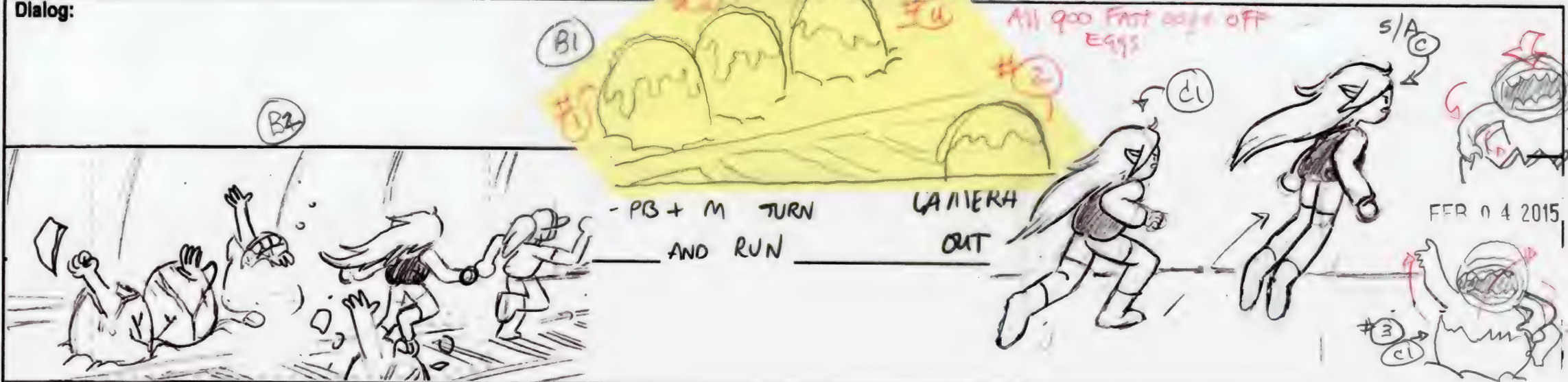
Sc. 120 *cont* Pnl. C

Bg.

day night



Dialog:



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Production :

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1034/208

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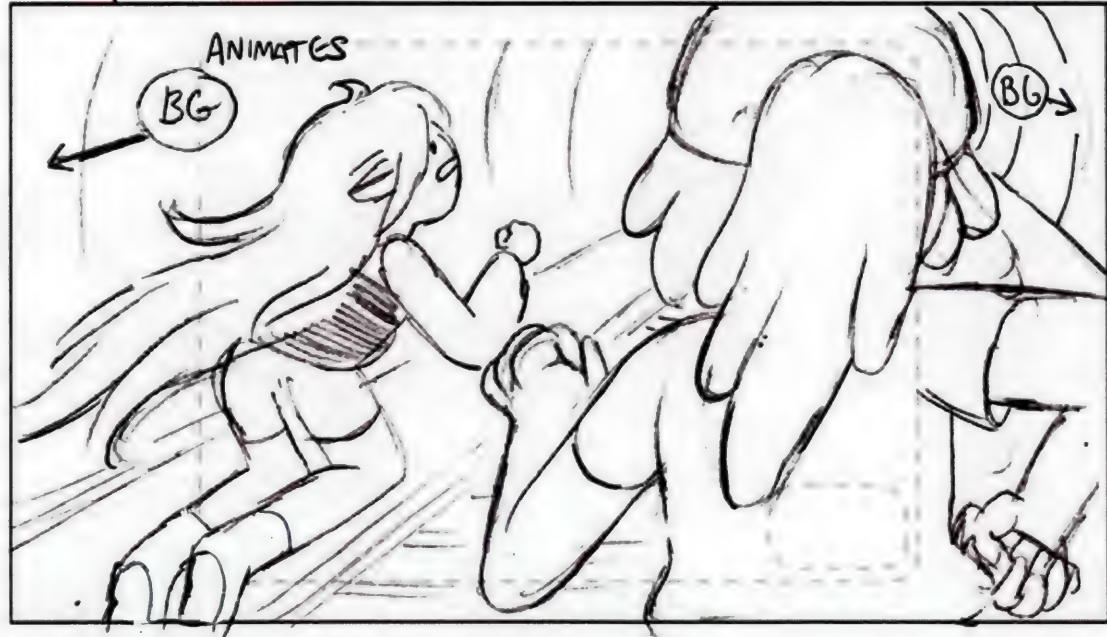
1034/208

Cut

ADVENTURE TIME



Sc. 121 Pnl. A Bg. day night



Sc. 121 CONT Pnl. B Bg. day night



Dialog:
Action:
Timing:

FEB 04 2015

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Production :

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ADVENTURE TIME



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Sc. 121 CONT Pnl. C

Bg.

day night

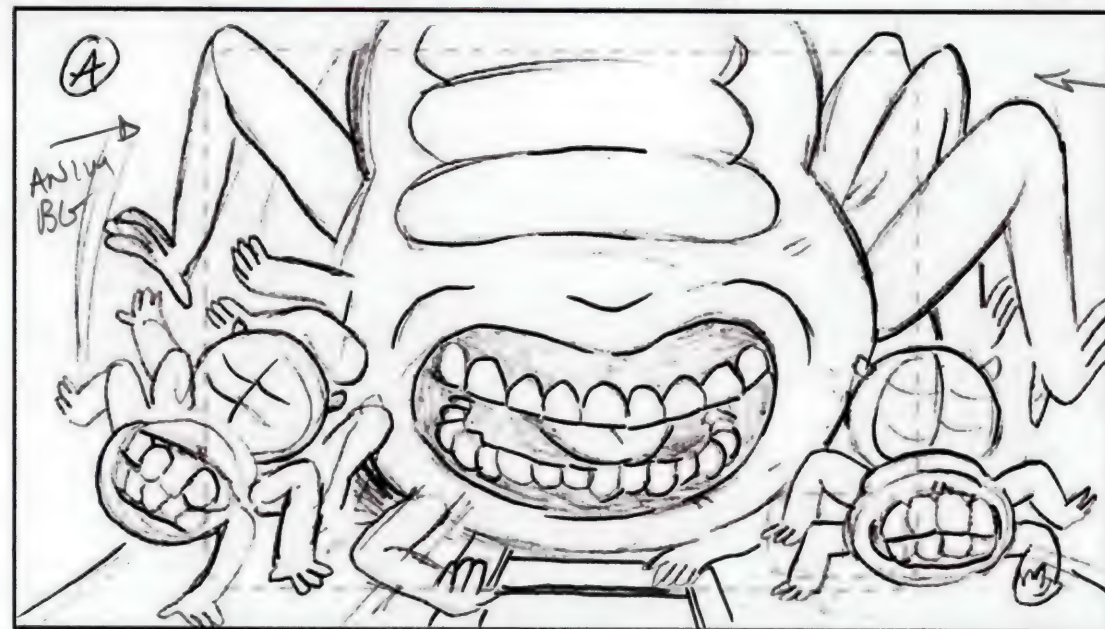


Sc. 122

Pnl. A

Bg.

day night



Dialog:

Action:

-PM + M LOOK BACK

Timing:

FEB 04 2015

EPISODE #

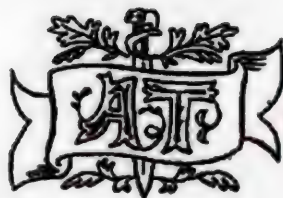
Production :

1034-208

1034/208

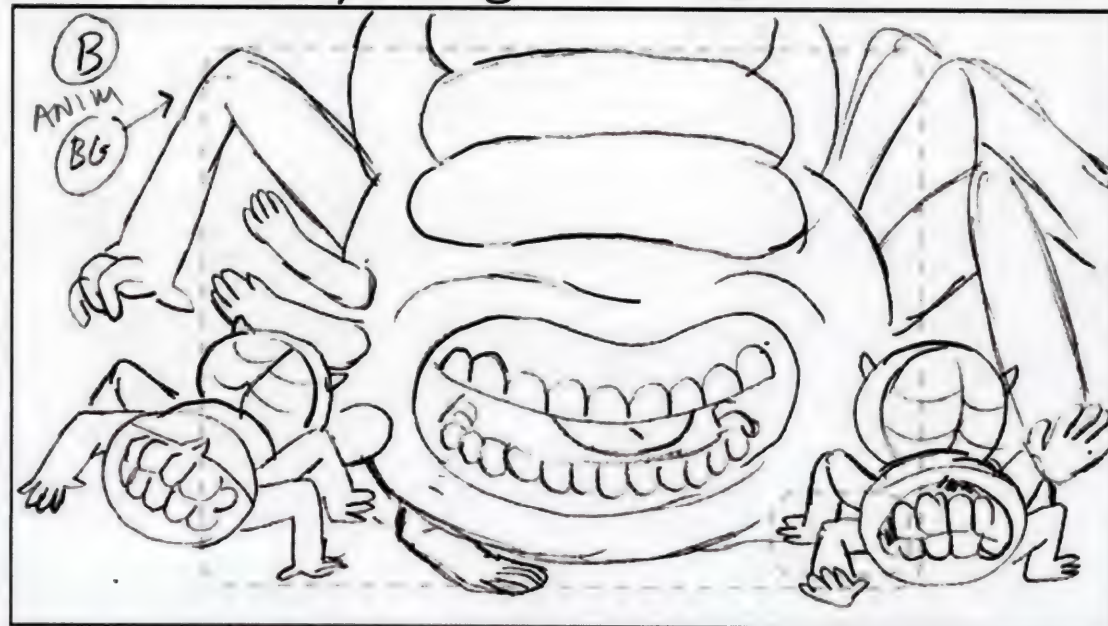
1034, 208

ADVENTURE TIME



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Sc. 122 CONT Pnl. B Bg. day night



Sc. 123 Pnl. A Bg. day night



Dialog:

Action:

- PB RAISES PISTOL

FEB 04 2015

Timing:

cycle A B x2

1034-208

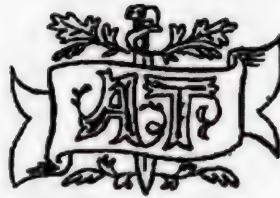
EPISODE #

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Production :

1034/208

ADVENTURE TIME



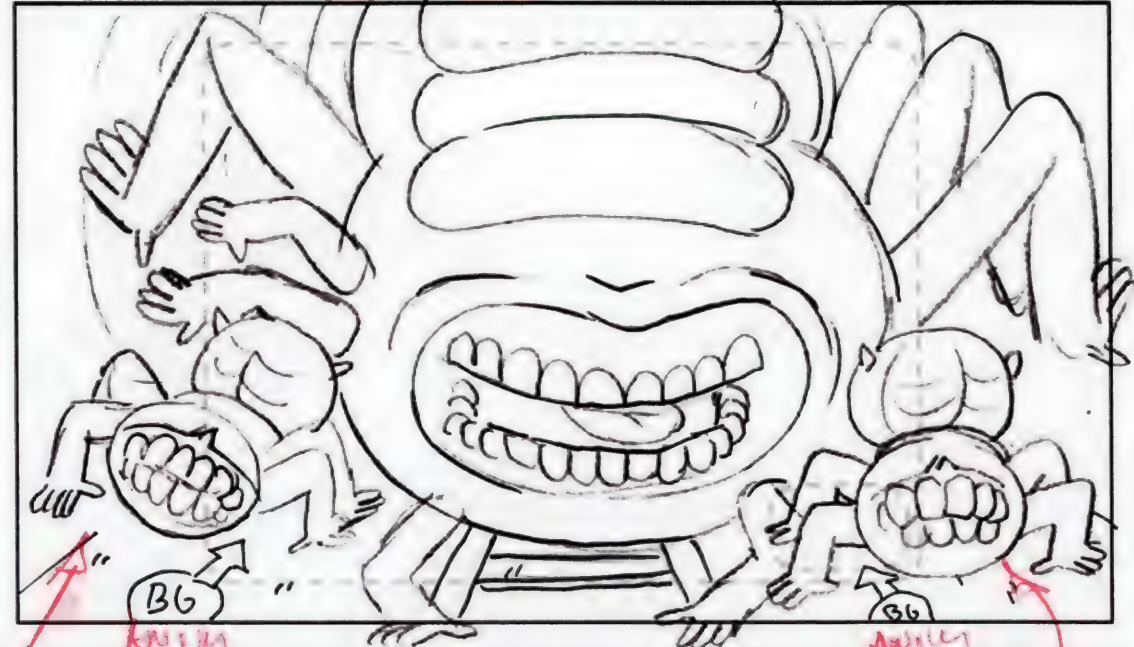
cut

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Sc. 123 *CONT* Pnl. B Bg. day night



Sc. 124 Pnl. A Bg. day night



Dialog:

Sfx: PCHEW! PCHEW!

Action:

- PB FIRES

Timing:



- VARMINTS
RUNNING.

FEB 04 2015

EPISODE #

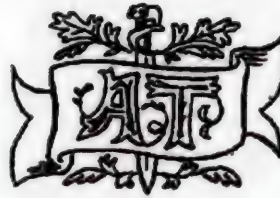
1034-208

1034/208

Production :

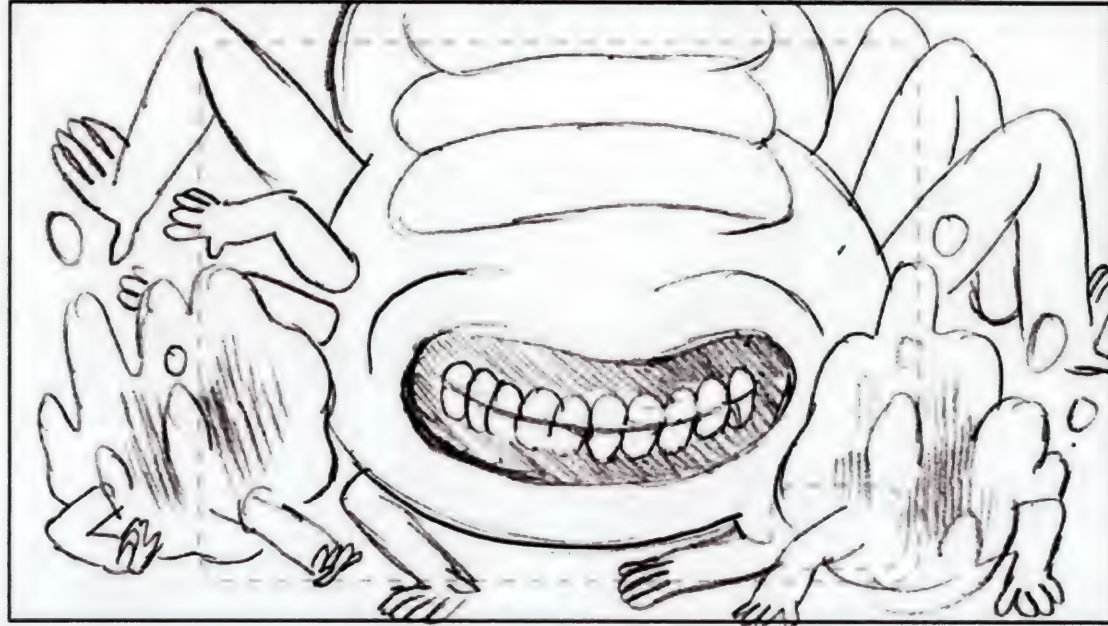
1034/208

ADVENTURE TIME

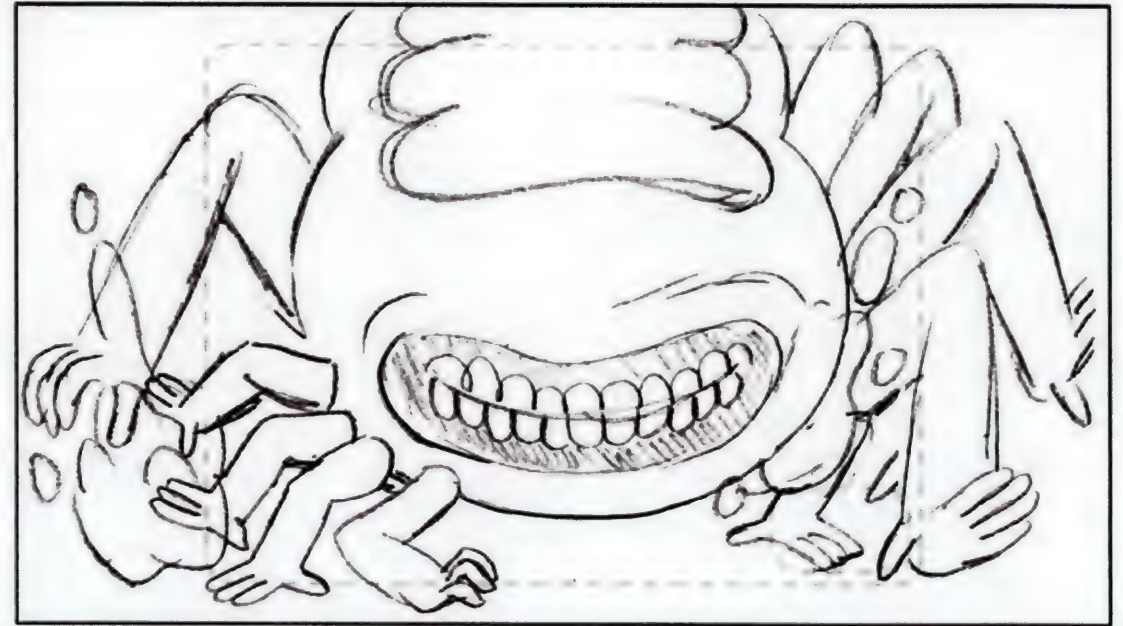


Page 201

Sc. 124 *cont* Pnl. B Bg. day night



Sc. 124 *cont* Pnl. C Bg. day night



Dialog:

SFX:
EXPLODE POP! POP!

Action:

-TWO VARMINTS EXPLODE

Timing:



(B1)

FEB 04 2015

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1034/208

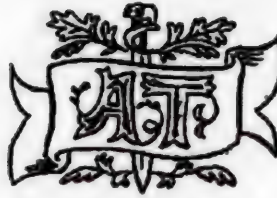
Production :

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ADVENTURE TIME

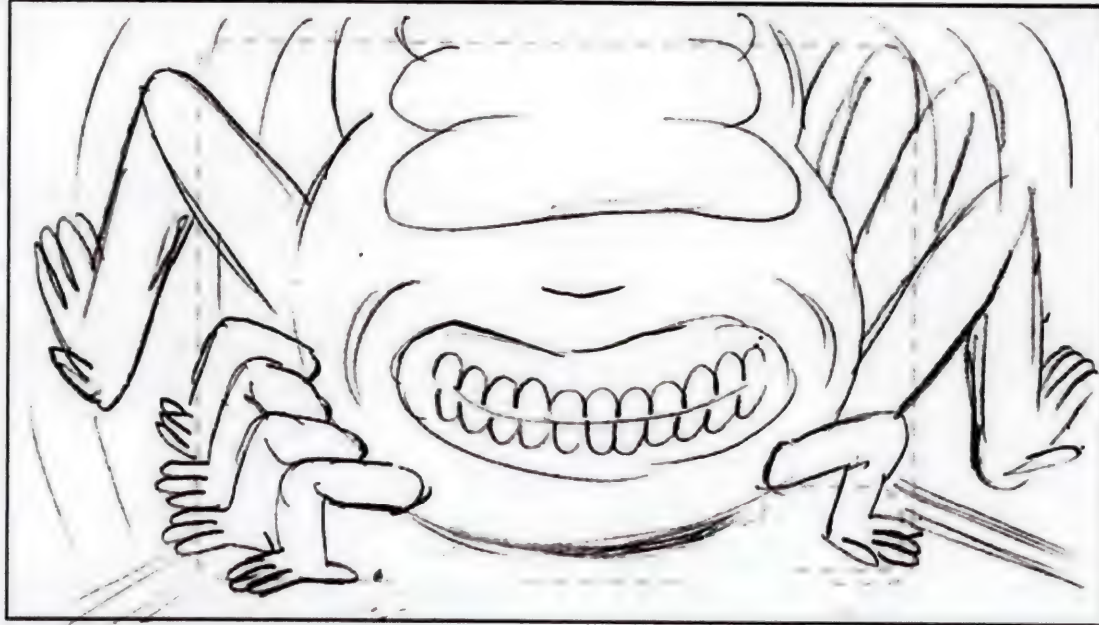


Page **202**

Sc. 124 CONT Pnl. D

Bg.

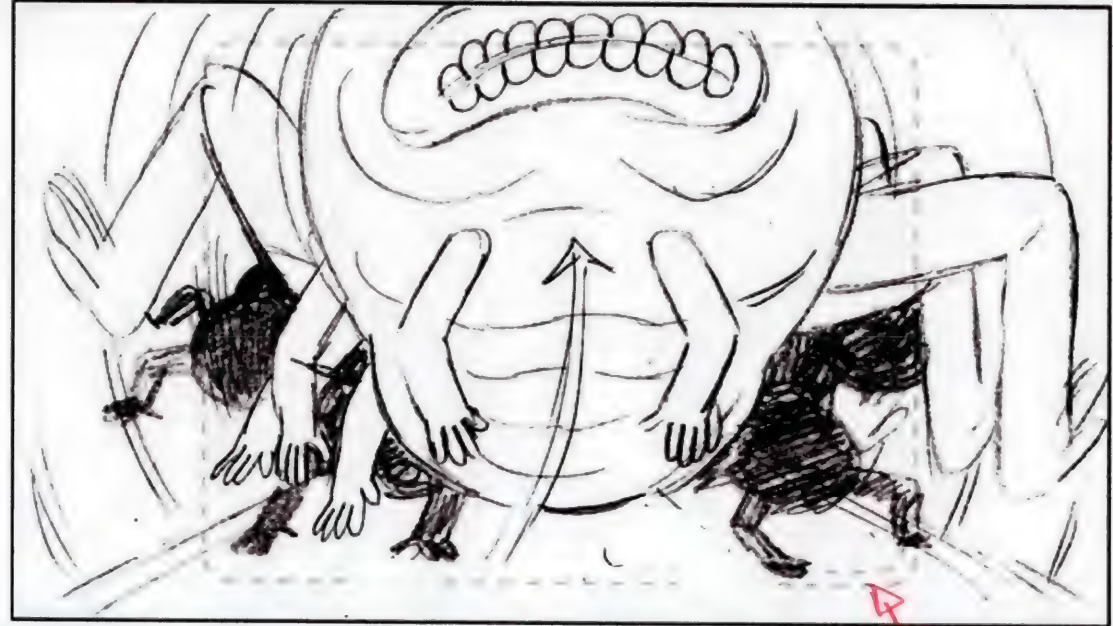
day night



Sc. 124 CONT Pnl. E

Bg.

day night



Dialog:

VARMINTS: HSSSS!

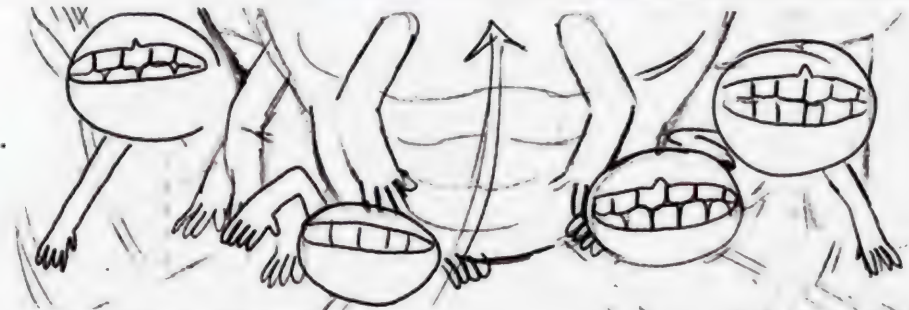
Distant
Baby VAR's

©1 FEB 04 2015

Action:

-M.V. LIFTS
UP TO REVEAL
MORE VARMINTS.

Timing:



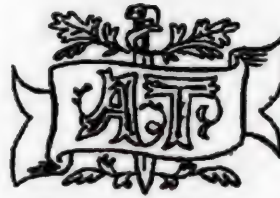
EPISODE # 1034-208

1034/208

Production :

1034, 208

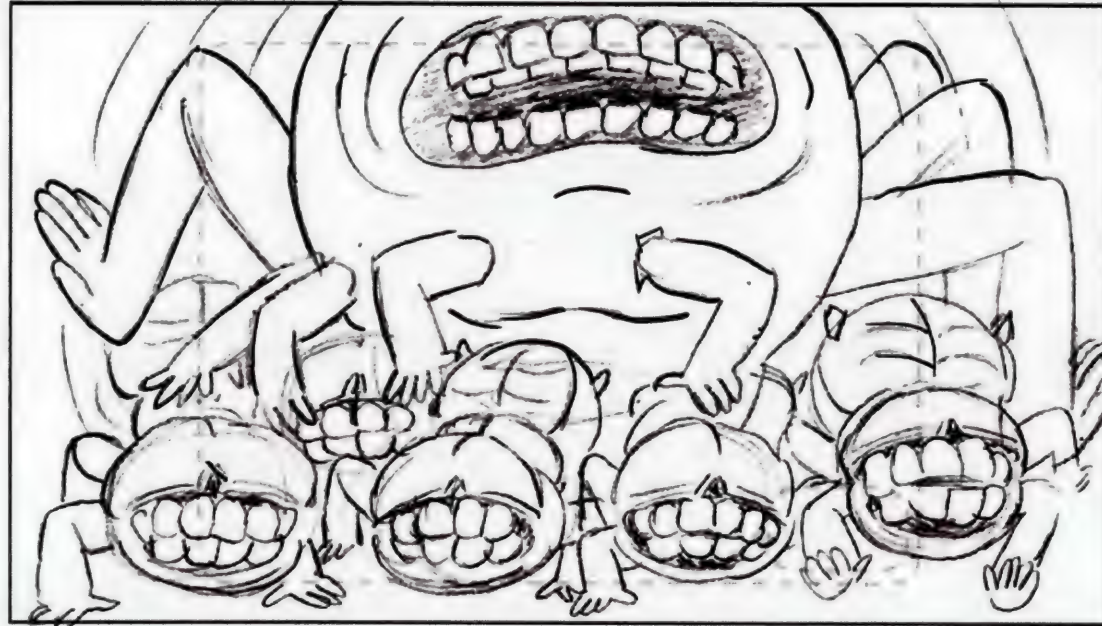
ADVENTURE TIME



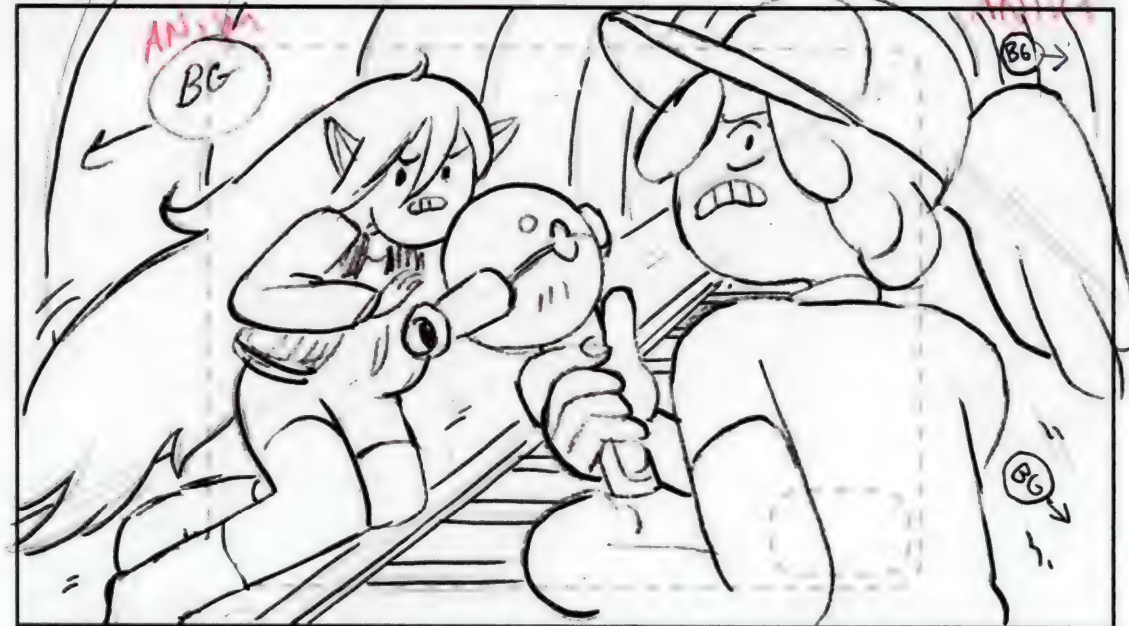
cut

Page **203**

Sc. **124 CONT** Pnl. **F** Bg. day night



Sc. **125** Pnl. **A** Bg. day night



Dialog:

VARMINTS: HSSSS!

Action:

- MORE BABIES SKITTER FORWARD

Timing:

(PB) YEEEEESS SHHH!

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(A)



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1034/208

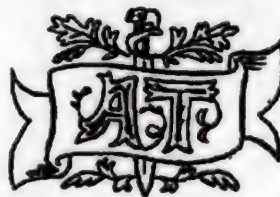
Production :

1034/208

1034/208

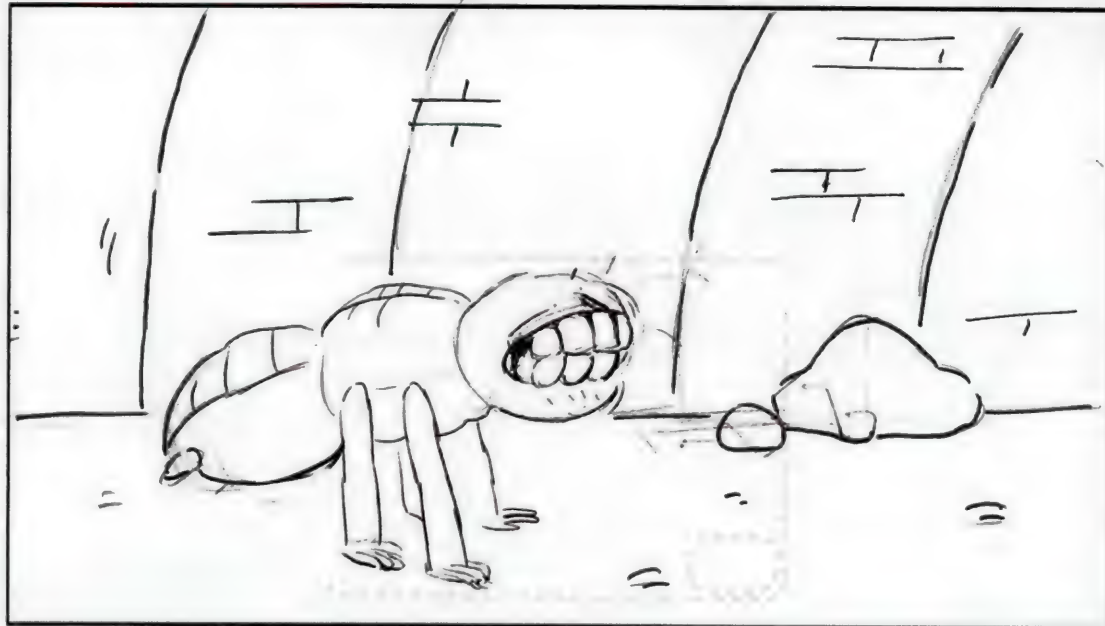
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ADVENTURE TIME



Page 204

Sc. 126 Pnl. A Bg. day night



Sc. 126 cont Pnl. B Bg. day night



Dialog:

V: [SHAKING]

Action:

- SMALL VARMINT ANTICS

Timing:



- VARMINT LEAPS

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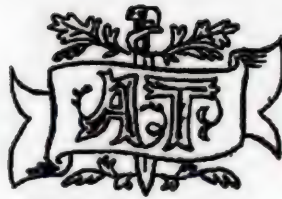
EPISODE # 1034-208

1034/208

Production :

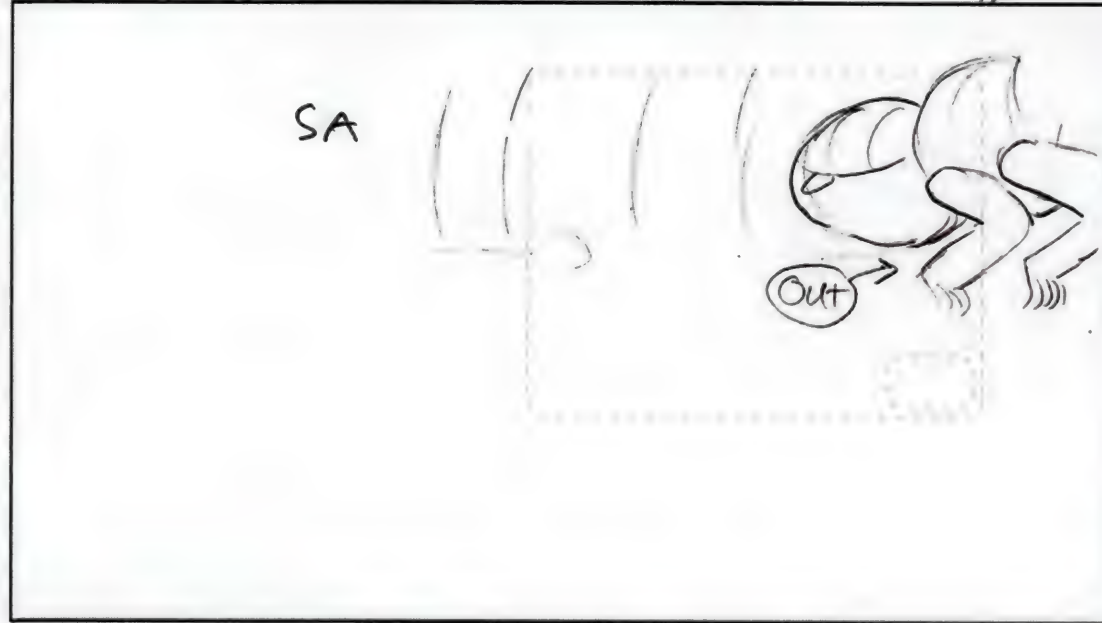
1034/208

ADVENTURE TIME



Page 205

Sc. 126 *cont* Pnl. C Bg. day night



Sc. 127 Pnl. A Bg. day night



Dialog:

Action:

- VARMINT GAINS OFF/5

FEB 04 2015

Timing:

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EPISODE #

1034/208

Production :

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ADVENTURE TIME



Page 206

Sc. 127 CONT Pnl. B Bg. day night



Sc. 127 CONT Pnl. C Bg. day night



Dialog:	(PB) YAAAGH! Diag truck SFX: THWK!	
Action:	camera truck in w/ VARMINT	- VARMINT HITS PB
Timing:		

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Production :

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ADVENTURE TIME

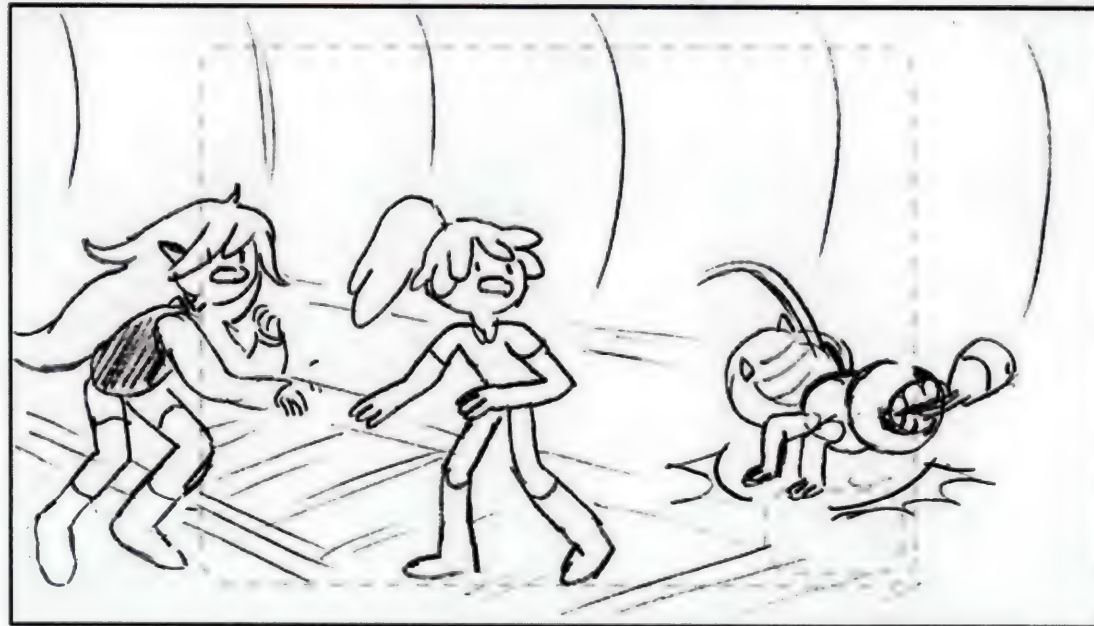


100
CUT

Sc. 127 CONT Pnl. D Bg. day night



Sc. 128 Pnl. A Bg. day night



Dialog:

SFX: *CHOMP*

Action:

-VARMINT BITES OFF PB'S HAT.

-VARMINT LANDS

FEB 04 2015

Timing:



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EPISODE #

1034/208

Production :

ADVENTURE TIME

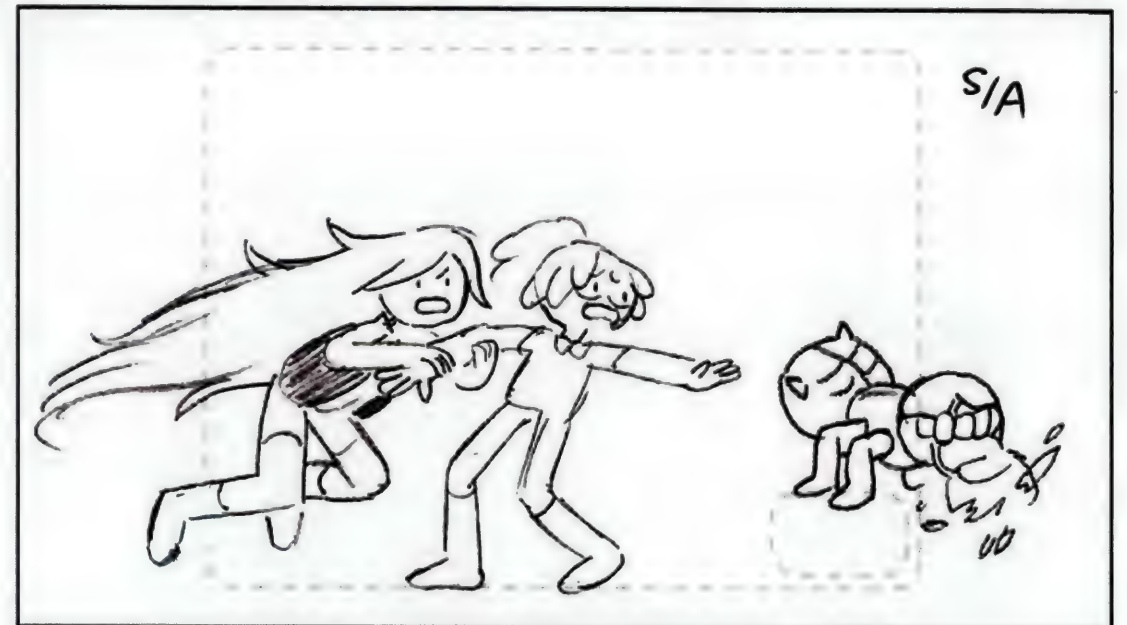


Page 208

Sc. 128 CONT Pnl. B Bg. day night



Sc. 128 CONT Pnl. C Bg. day night



Dialog:

V: [DOG TEARING]

Action:

- VARMINTE RIPS
APART HAT



(PB) MY SNAP-BACK!
(M) JUST LET IT GO!



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Timing:

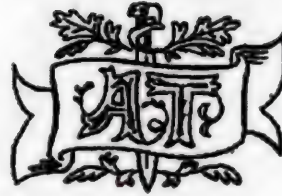
EPISODE # 1034-208

1034/208

Production :

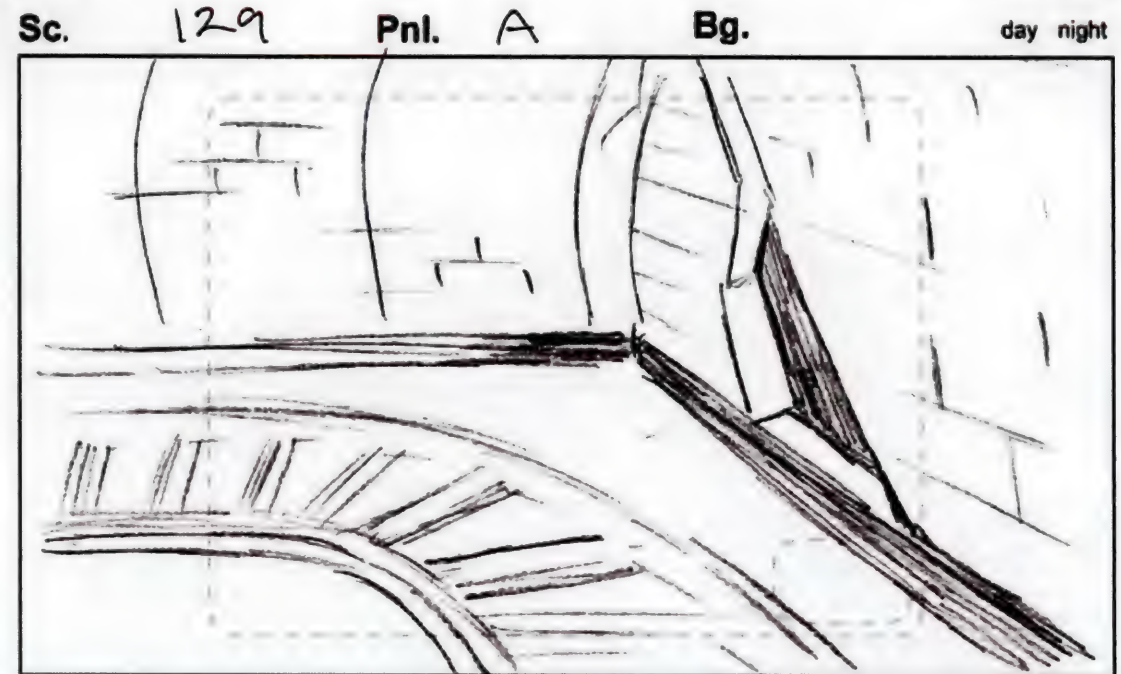
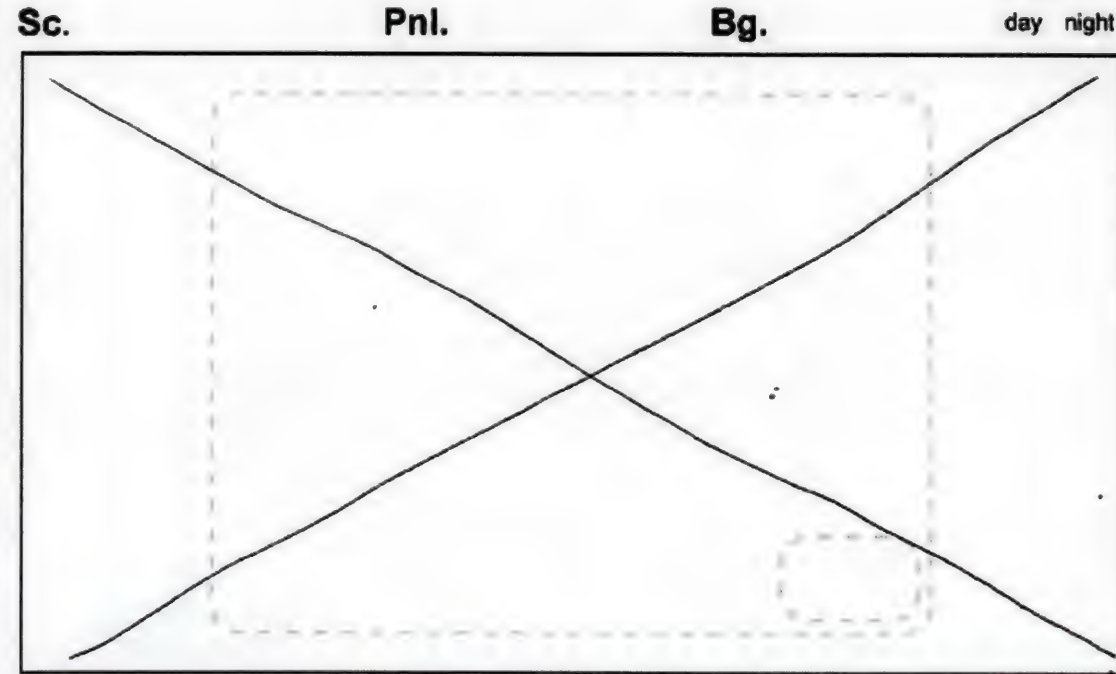
1034/208

ADVENTURE TIME



Out

Page 209



Dialog:

Action:

-HOLE IN THE TUNNEL WALL.

FEB 04 2015

Timing:

EPISODE # 1034-208

1034/208

Production :

1034/208

ADVENTURE TIME

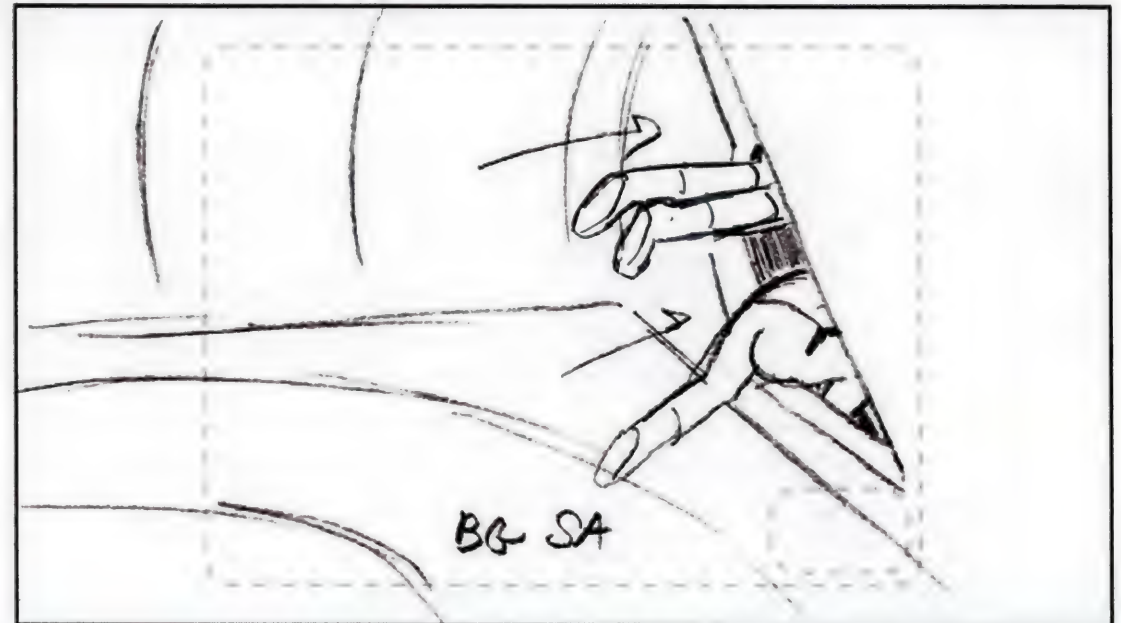


Page 210

Sc. 129 *CONT* Pnl. B Bg. day night



Sc. 129 *CONT* Pnl. C Bg. day night



Dialog:

(M) IN THERE!



Action:

-PB + M RUN ON/S.

- PB/M HEAD INTO HOLE

FEB 04 2015

Timing:

EPISODE # 1034-208

1034/208

Production :

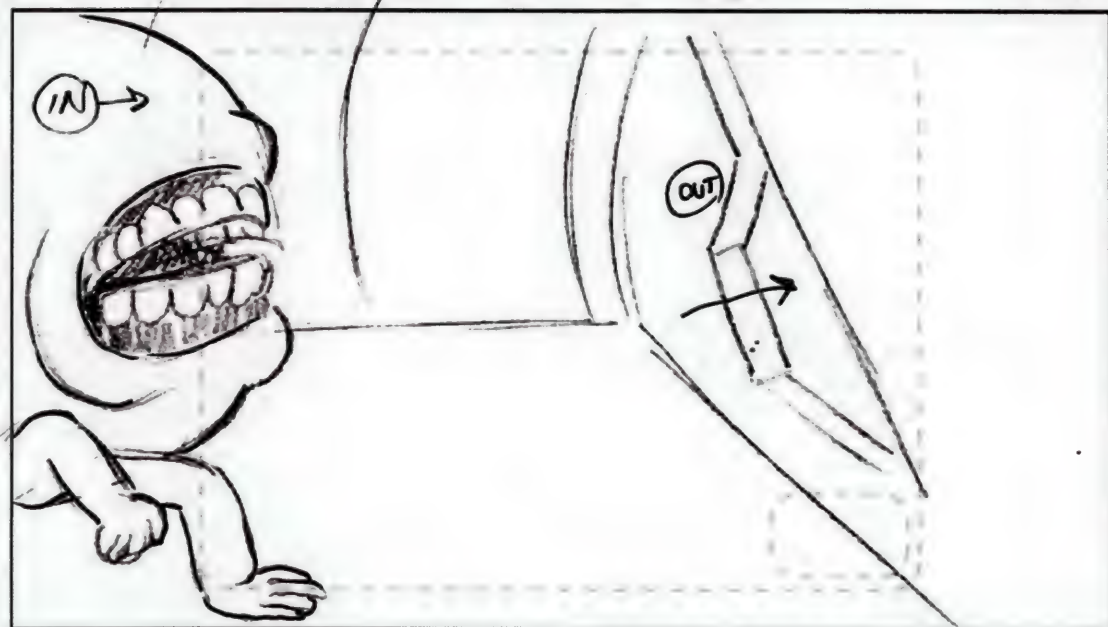
1034/208

ADVENTURE TIME

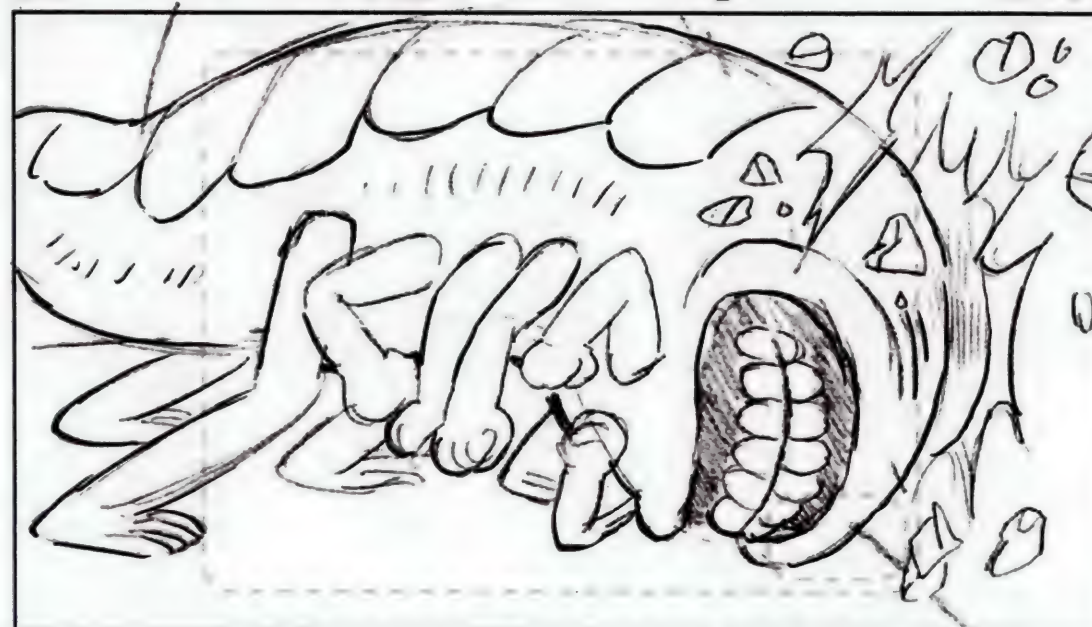


Page 211

Sc. 129 *cont* Pnl. D Bg. day night



Sc. 129 *cont* Pnl. E Bg. day night



Dialog:

(MV) [CHARGING ROAR]

SFX: CRASH

Action:

- M. VARMINT CHARGES ON/S.

- M. VARMINT HEAD BUTTS WALL

Timing:

FEB 04 2015

EPISODE #

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1034/208

Production :

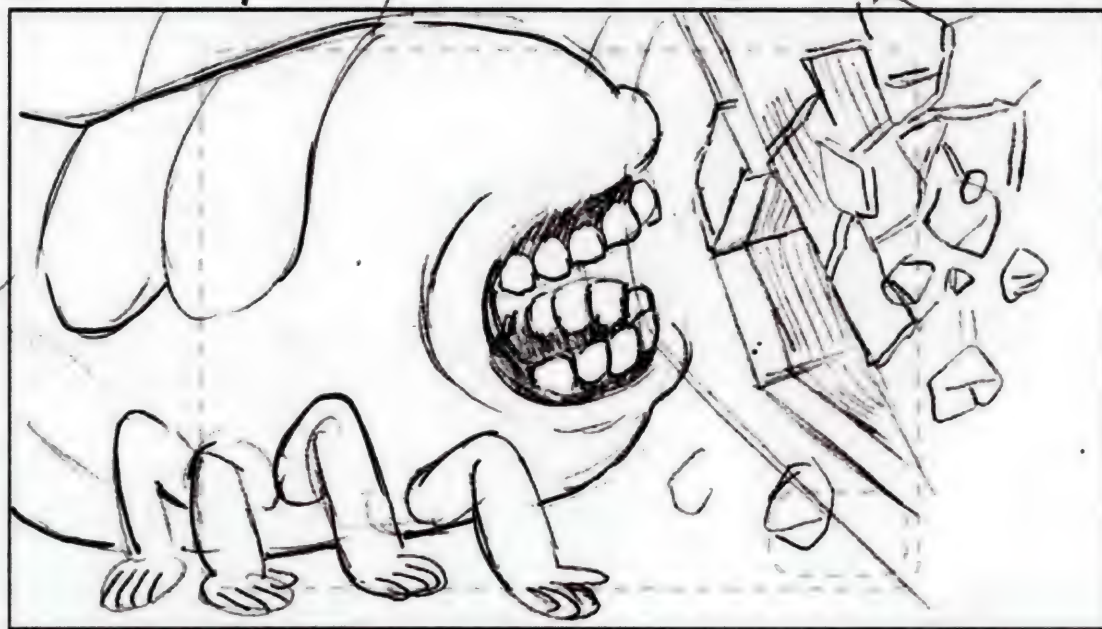
1034/208

ADVENTURE TIME

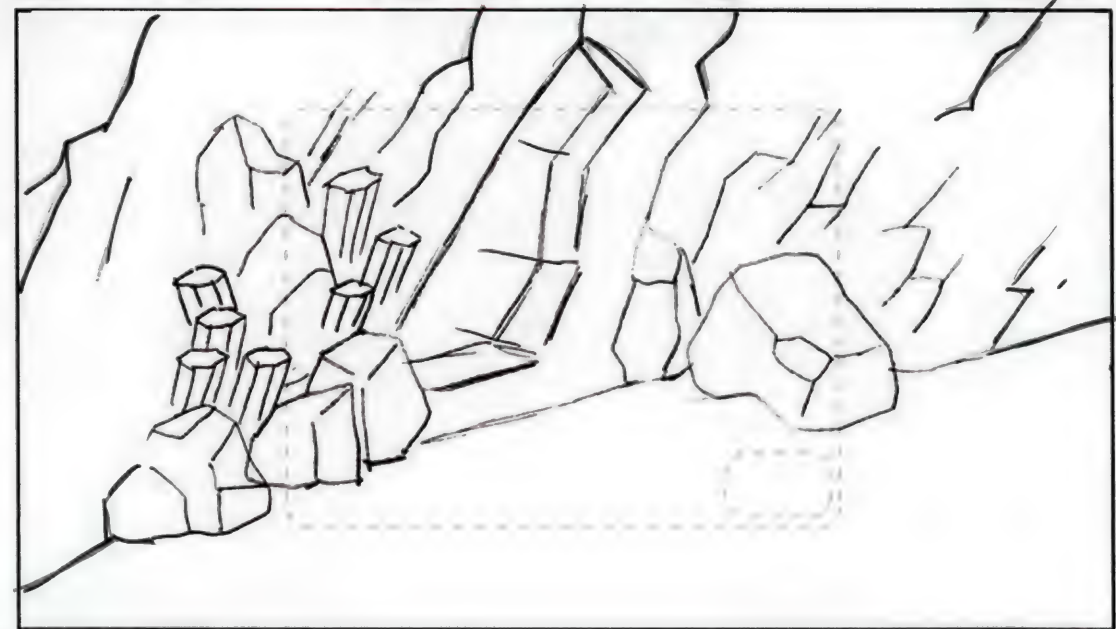


Page 212

Sc. 129 Pnl. F Bg. day night



Sc. 130 Pnl. A Bg. day night



Dialog:	① GRAOOO WL
Action:	- EXTERIOR WALL CRUMBLES.
Timing:	FEB 04 2015

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Production :

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1034/208

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ADVENTURE TIME

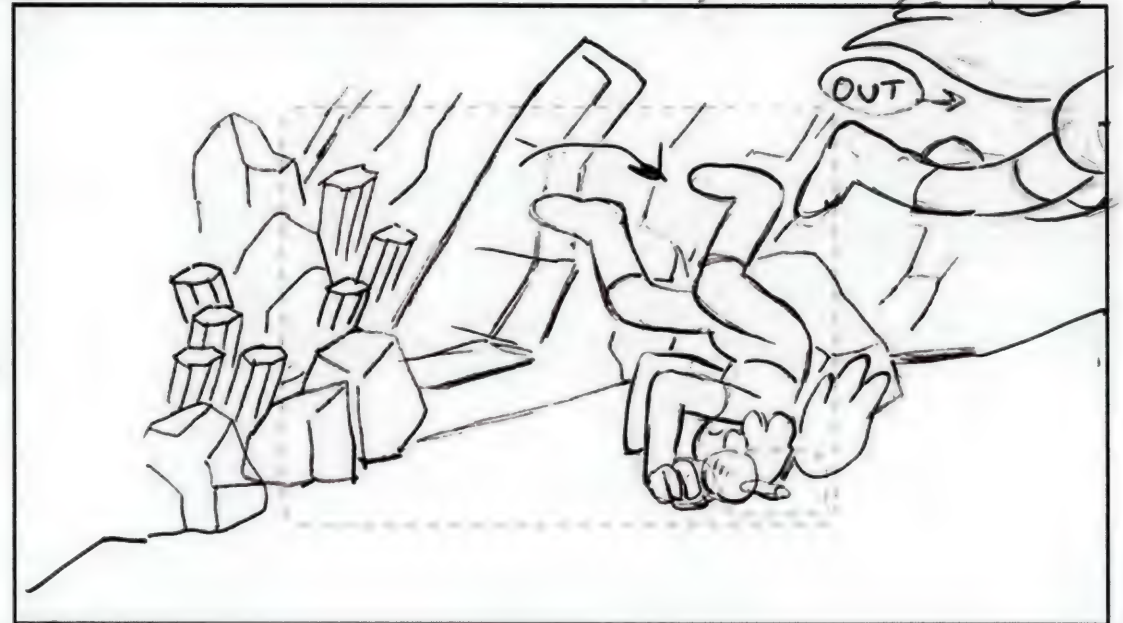


Page **213**

Sc. **130 CONT** Pnl. **B** Bg. day night



Sc. **130 CONT** Pnl. **C** Bg. day night



Dialog:

PB: [IMPACT GRUNT]

Action:

- PB + M EMERGE FROM TUNNEL.

- PB SOMERSAULTS

- M CONTINUES OFF/S

FEB 04 2015

Timing:

EPISODE # **1034-208**

1034/208

Production :

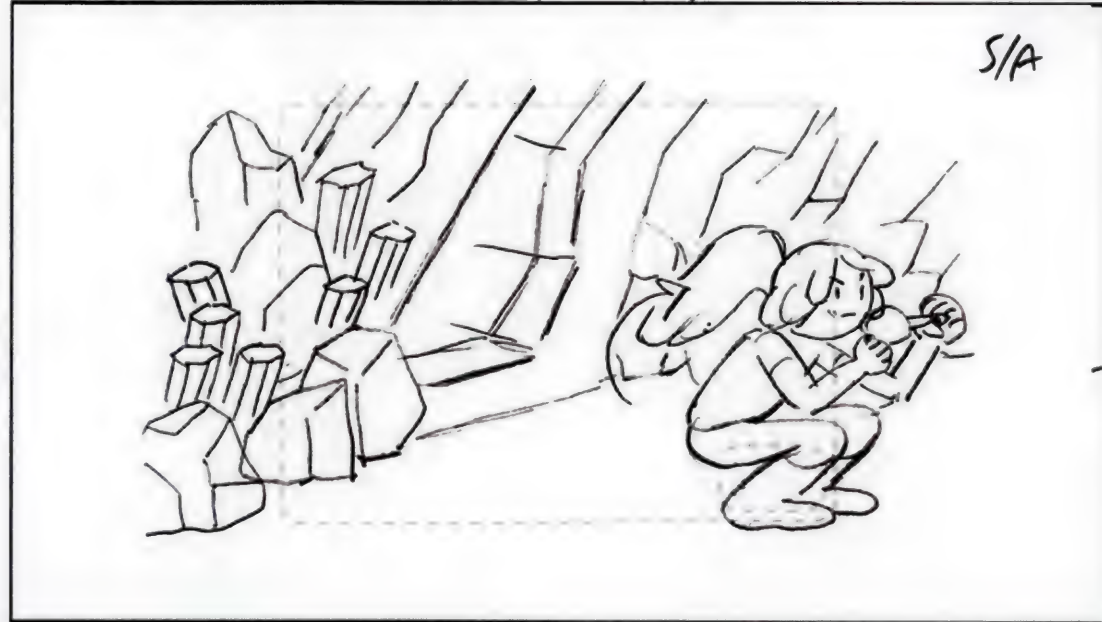
1034/208

ADVENTURE TIME



Page 214

Sc. 130 *CONT* Pnl. D Bg. day night



Sc. 130 *CONT* Pnl. E Bg. day night



Dialog:

VARMINTS : [WILD HISSING]

Action:

-VARMINTS EMERGING FROM TUNNEL

FEB 04 2015

Timing:

1034-208

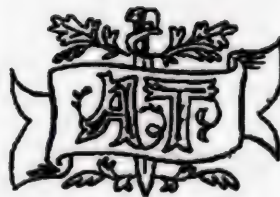
EPISODE #

1034/208

Production :

1034/208

ADVENTURE TIME



Ho
Cut

Page 215

Sc. 130 CONT Pnl. F Bg. day night



Sc. 131 Pnl. A Bg. day night



Dialog:



Action:

Timing:

FEB 04 2015

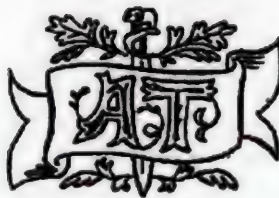
EPISODE # 1034-208

Production :

1034/208

1034/208

ADVENTURE TIME



Page 216

Sc. 131 CONT Pnl. B Bg. day night



Sc. 131 CONT Pnl. C Bg. day night



Dialog:

Action:

- PB REACHES INTO POCKET.

Timing:

FEB 04 2015

EPISODE #

1034-208

1034/208

Production :

1034/208

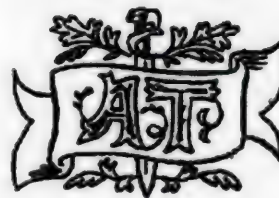
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1034/208

HUT
CUT

Ho
Cut

ADVENTURE TIME



Page 217

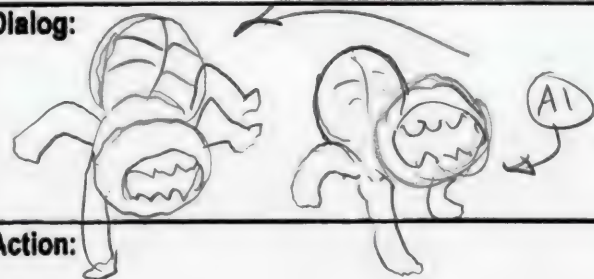
Sc. 132 Pnl. A Bg. day night



Sc. 132 CONT Pnl. B Bg. day night



Dialog:



Action:

- PB THROWS FOREFIELD
GENERATOR.

FEB 04 2015

Timing:

EPISODE #

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1034/208

Production :

1034/208

1034/208
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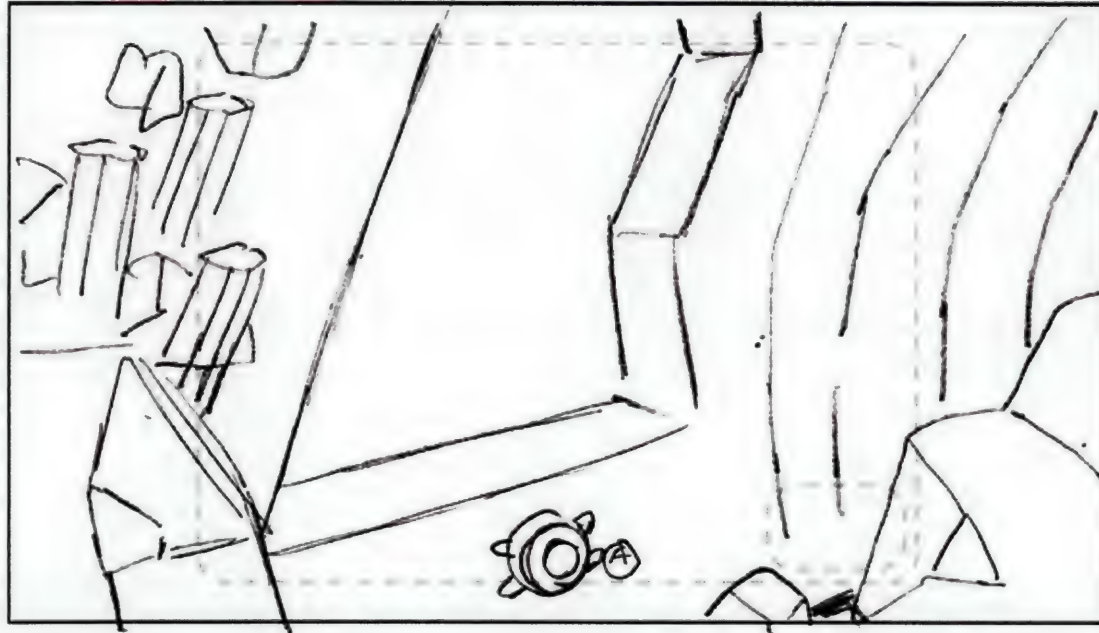
the cut

ADVENTURE TIME



Page 218

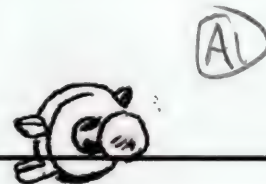
Sc. 133 Pnl. A Bg. day night



Sc. 133 CONT Pnl. B Bg. day night



Dialog:



SFX: *VMMMMM*

Action:

- FOREFIELD GENERATOR ACTIVATES.

Timing:

FEB 04 2015

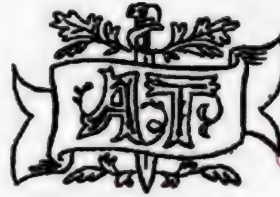
EPISODE # 1034-208

1034/208

Production :

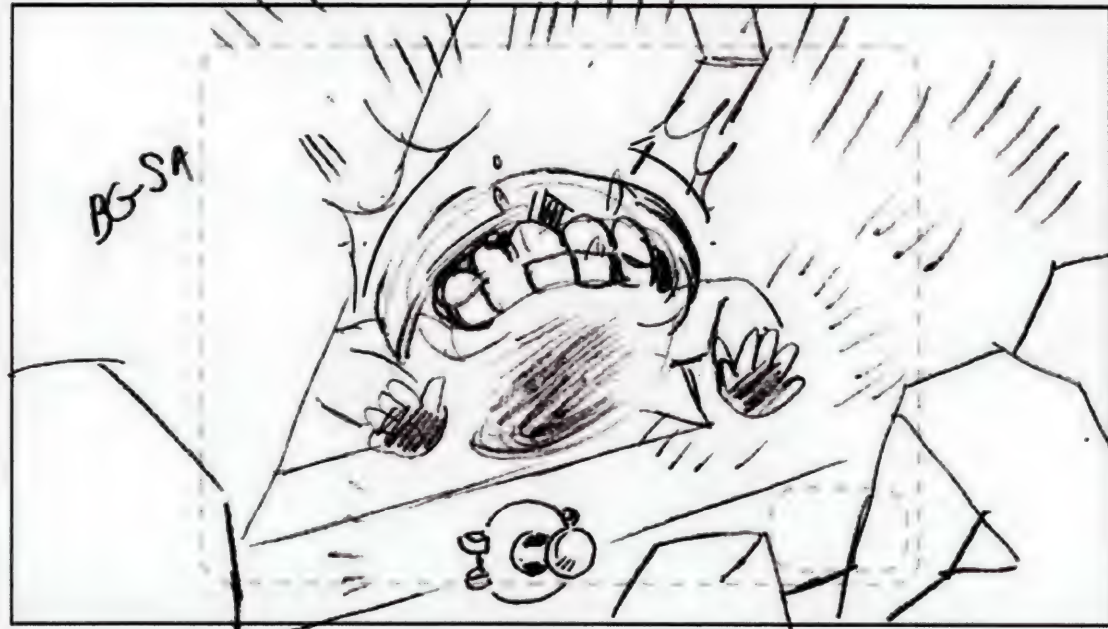
1034/208

ADVENTURE TIME



Page 219

Sc. 133 CONT Pnl. C Bg. day night



Sc. 134 Pnl. A Bg. day night



Dialog:

SFX: * THWAM! *

Action:

- VARMIN'T SLAMS INTO FORCEFIELD.

- TWO VARMIN'TS THREATEN PB.

Timing:

FEB 04 2015

EPISODE #

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Production :

1034/208

1034/208

ADVENTURE TIME



Page **220**

Sc. **134 CONT** Pnl. **B** Bg. day night



Sc. **134 CONT** Pnl. **C** Bg. day night



Dialog:

SFX: PCHW

⑦ GROWL!
SFX: "CLICK CLICK CLICK"
(OUT OF AMMO)

Action:

- PB BLOWS UP ONE VARMIN.

Timing:

FEB 0.4 2015

EPISODE #

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1034/208

Production :

1034/208

ADVENTURE TIME



Page 221

Sc. 134 *cont* Pnl. D Bg. day night



Sc. 134 *cont* Pnl. E Bg. day night



Dialog:

(PB) [GASP]

Action:

- VARMINT LEAPS

- MARCELINE GRABS VARMINT MID-AIR.

Timing:



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Production :

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1034/208

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1034, 208

HO
Act

ADVENTURE TIME



HO
Act

Sc. 135

Pnl. A

Bg.

day night



Sc.

135 cont

Pnl. B

Bg.

day night



Dialog:	
Action:	-M. SQUISHES VARMINT.
Timing:	

FEB 04 2015

1034-208

EPISODE #

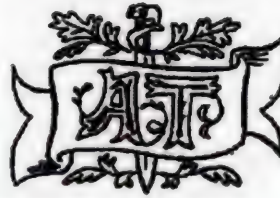
1034/208

Production :

1034/208

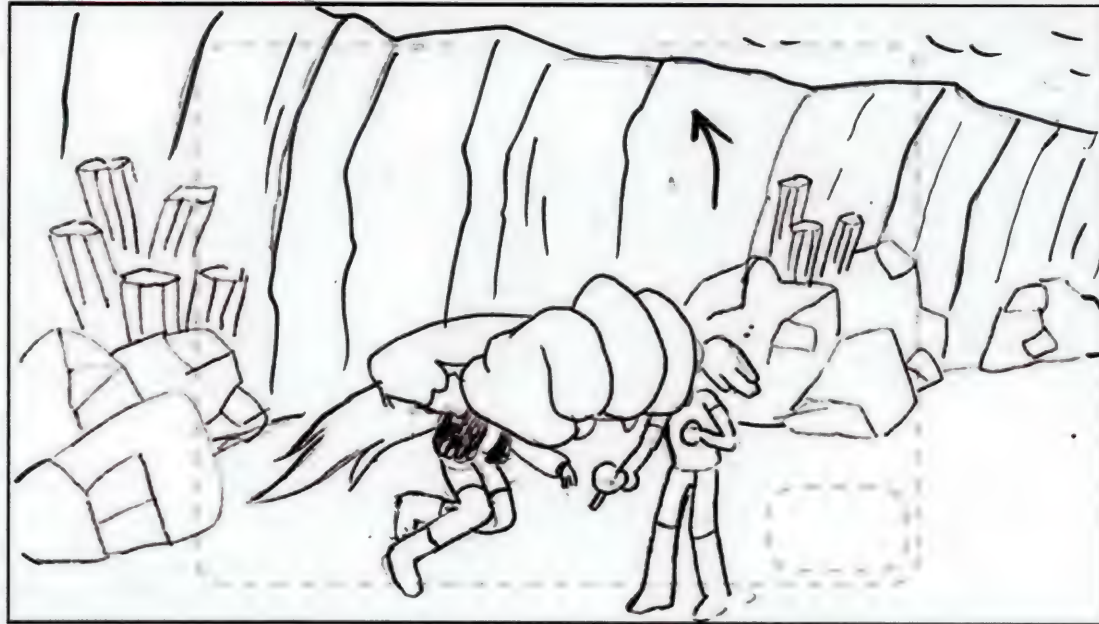
Ho
Ant

ADVENTURE TIME



Page 223

Sc. 136 Pnl. A Bg. day night



Sc. 136 CONT Pnl. B Bg. day night



Dialog:

Action:

- VARMINT JELLY SLIDES OFF

FEB 04 2015

Timing:

EPISODE #

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1034/208

Production :

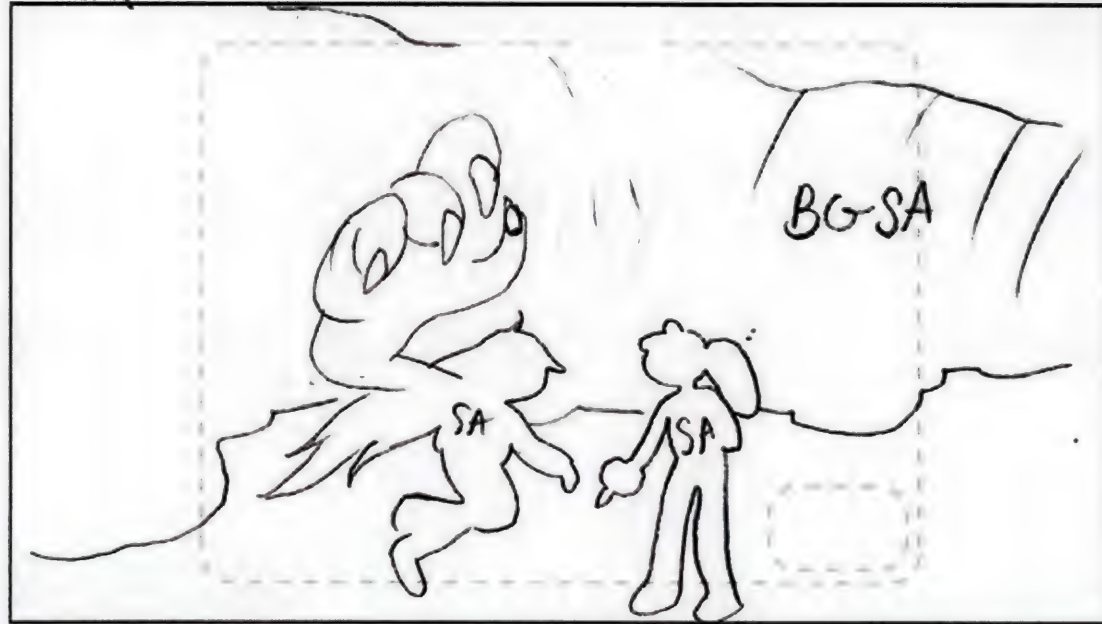
1034/208

ADVENTURE TIME

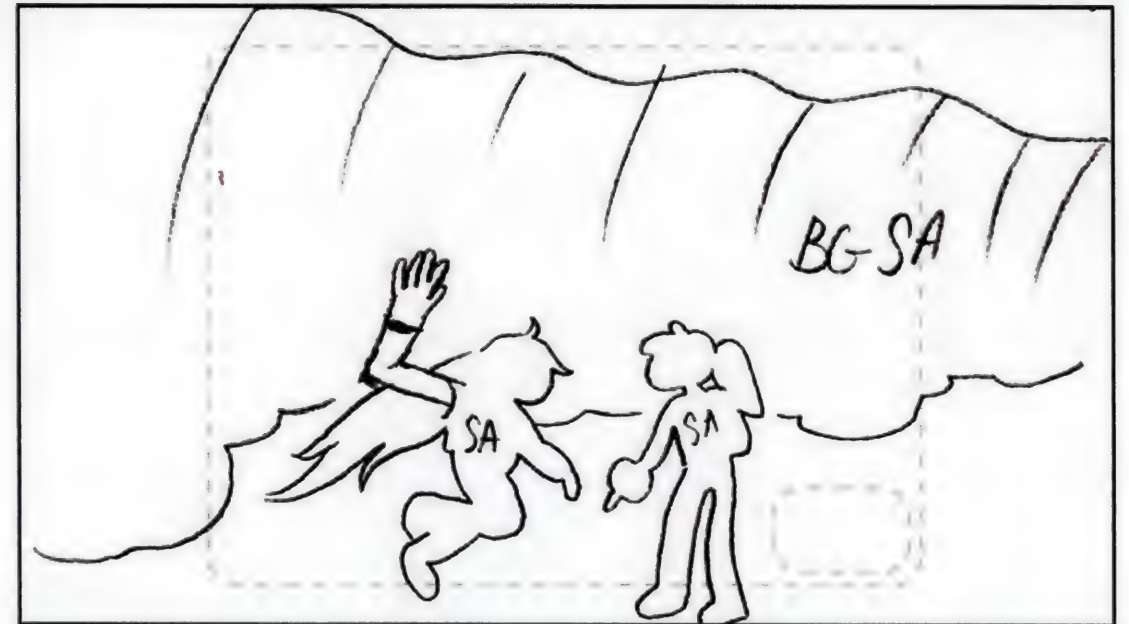


Page 224

Sc. 136 CONT Pnl. C Bg. day night



Sc. 136 CONT Pnl. D Bg. day night



Dialog:
Action:
-M'S HAND SHRINKS
Timing:

FEB 04 2015

Hand cut

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EPISODE #

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Production :

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ADVENTURE TIME



Page 225

Sc. 137 Pnl. A Bg. day night



Sc. 137 cont Pnl. B Bg. day night



Dialog:	
Action:	-M. SHAKES GOO OFF HAND. Cyle A B x 2
Timing:	FEB 04 2015

EPISODE # 1034-208
 Production :
 1034/208

1034/208

1034/208

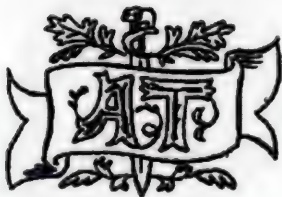
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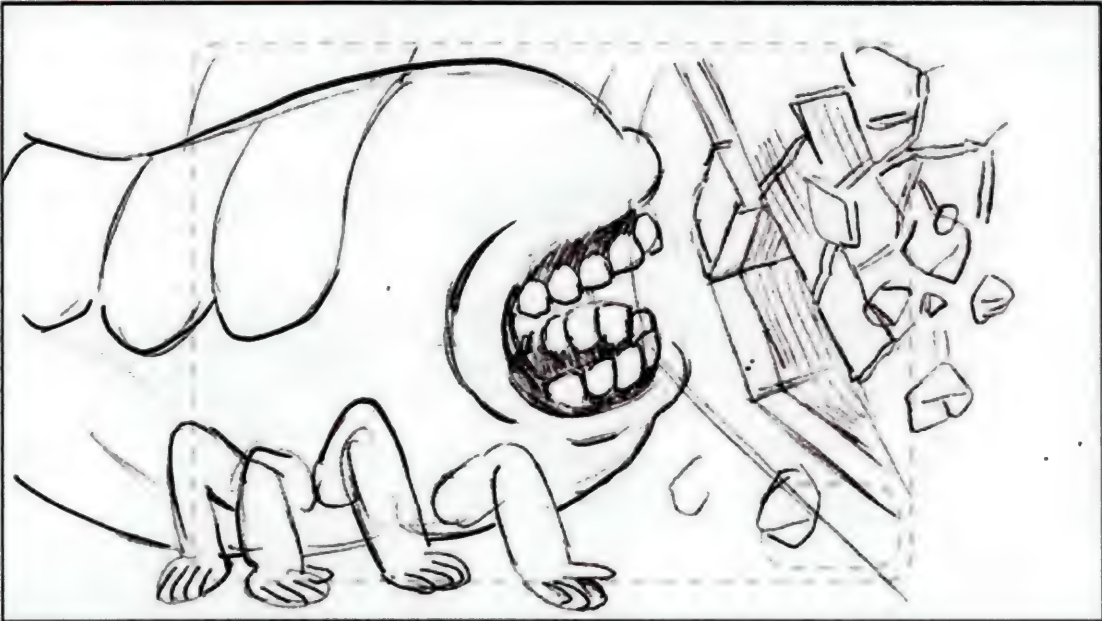
cut

ADVENTURE TIME

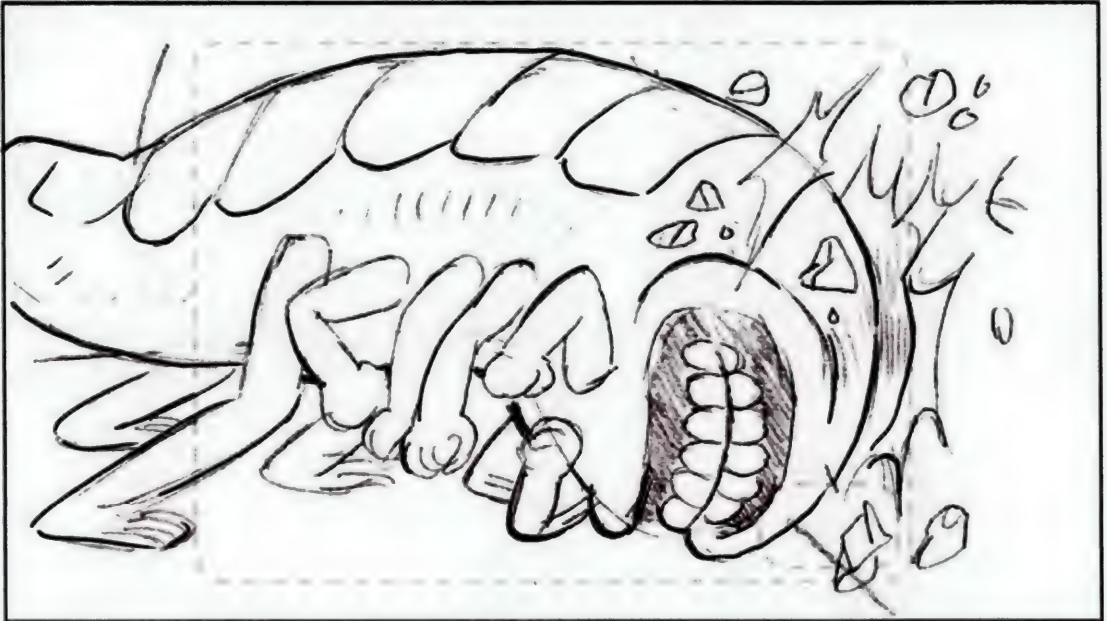


cut

Sc. 138 Pnl. A Bg. day night



Sc. 138 CONT Pnl. B Bg. day night



Dialog:	SFX: WHAM!
Action:	-M, VARMINT HEAD-BUTTS WALL AGAIN FEB 04 2015
Timing:	

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1034/208
Production :

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ADVENTURE TIME



Page 227

Sc. 139 Pnl. A Bg. day night



Sc. 139 CONT Pnl. B Bg. day night



Dialog:

SFX: **CRASH**

Action:

Timing:

FEB 04 2015

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1034-208

Production :

1034/208

1034/208

ADVENTURE TIME



Page **228**

Sc. **139 cont** Pnl. **C**

Bg.

day night



Sc. **139 cont** Pnl. **D**

Bg.

day night



Dialog:

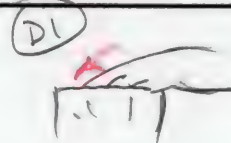
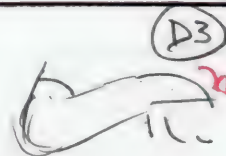
(M) YOU GOT ANY MORE GADGETS?

(PB) HM.... SOME BANDAGES, A PEN...

Action:

- PB REACHES
INTO POCKET.

Timing:



Production :

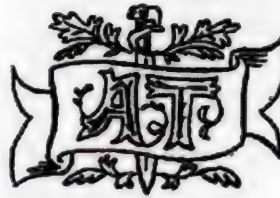
1034/208

1034-208

EPISODE #

1034/208

ADVENTURE TIME



Page 229

Sc. 139 *cont* Pnl. E Bg. day night



Sc. 139 *cont* Pnl. F Bg. day night



Dialog:	(PB) UNPAID INTERNET BILL, AND...	(PB) A STRAWBERRY LIP-BALM
Action:	(E1)	
Timing:		

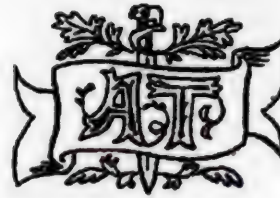


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1034/208
Production :

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ADVENTURE TIME



Page 230

Sc. 139 CONT Pnl. 6 Bg. day night



Sc. 139 CONT Pnl. H Bg. day night



Dialog:

Action:

- M. GRABS LIP BALM.

FEB 04 2015

Timing:

Production :

EPISODE #

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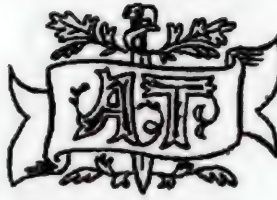
1034/208

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ADVENTURE TIME



Page **231**

Sc. **140** Pnl. **A** Bg. day night



Sc. **140 cont** Pnl. **B** Bg. day night



Dialog:

Sfx *POP*

Action:

FEB 04 2015

Timing:

1034-208

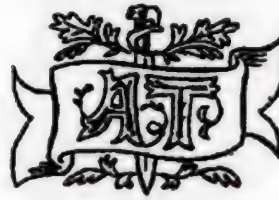
EPISODE #

1034/208

Production :

1034/208

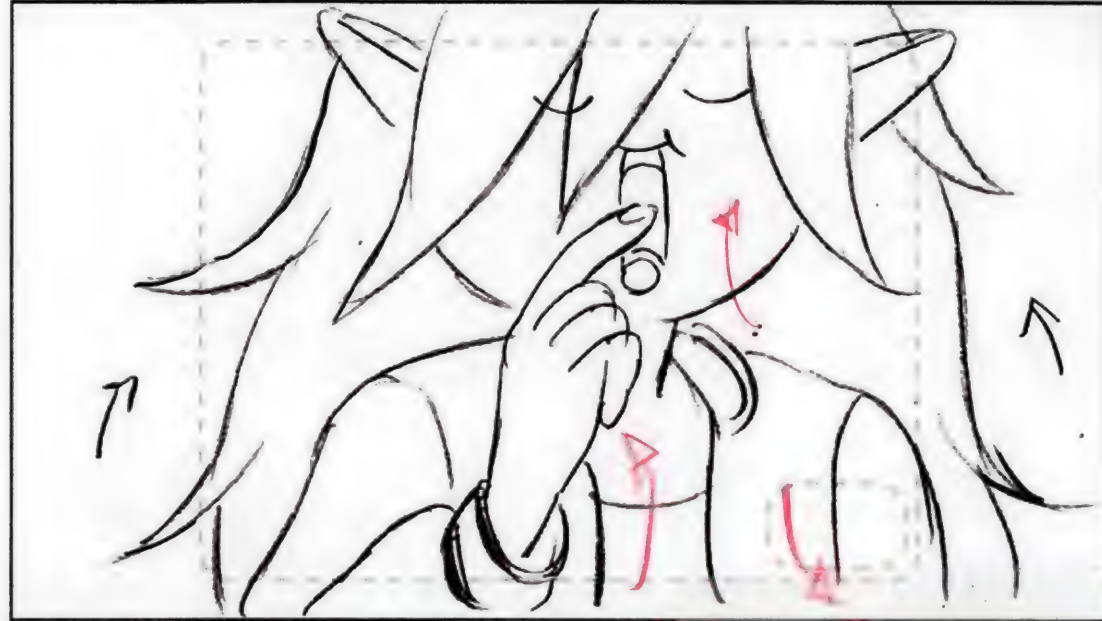
ADVENTURE TIME



120
CST

Page 232

Sc. 140 cont Pnl. C Bg. day night

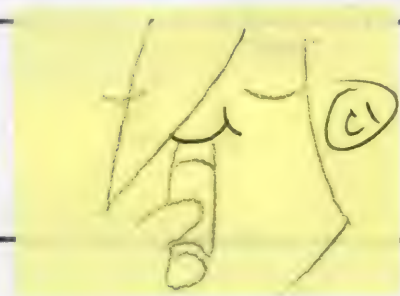


Sc. 141 Pnl. A Bg. day night



Dialog:

M: [SIIIP]



M: EXHALES

Action:

- M. SUCKS OUT RED

FEB 04 2015

Timing:

1034-208

EPISODE #

1034/208

Production :

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1034/208

ADVENTURE TIME



Page **233**

Sc. **141 CONT** Pnl. **B** Bg. day night



Sc. **141 CONT** Pnl. **C** Bg. day night



Dialog:

(PB) MAYBE WE CAN FIND SOMETHING
USEFUL AROUND—

Action:

- M. HANDS LIP BALM BACK.

Timing:

FEB 04 2015

Production :

EPISODE # **1034-208**

1034/208

1034, 208

ADVENTURE TIME

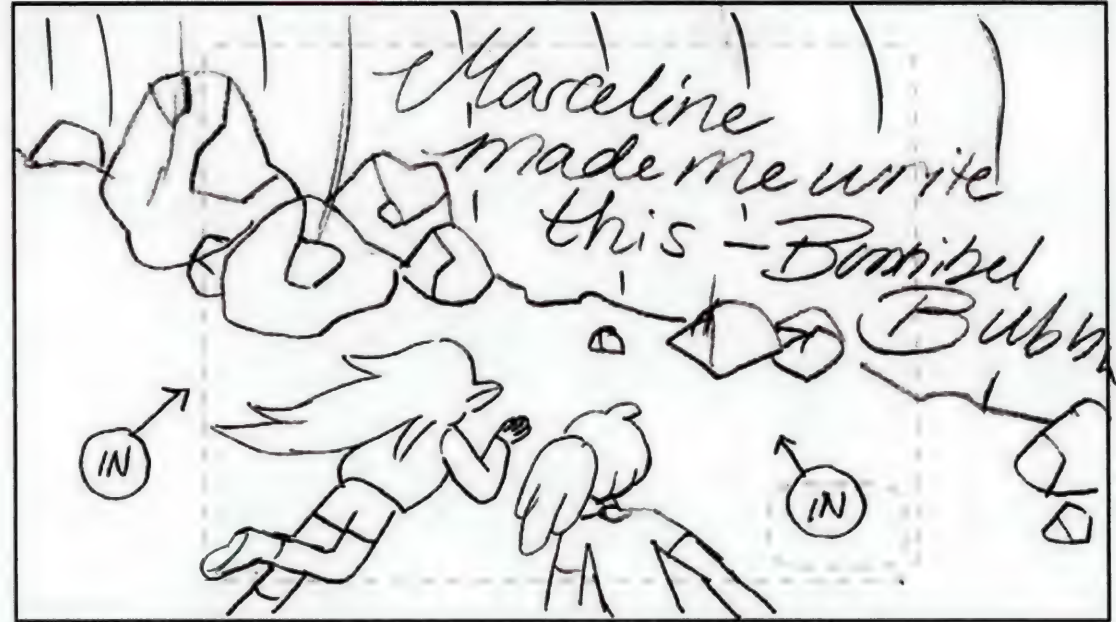


Page 234

Sc. 141 cont Pnl. D Bg. day night



Sc. 142 Pnl. A Bg. day night



Dialog:

(PB) OH---

Action:

- PB + M COME ON/S

FEB 04 2015

Timing:

EPISODE # 1034-208

1034/208

Production :

ADVENTURE TIME



NO SC 143

REVISED
3/19/15

Page 235

Sc. 142 *cont* Pnl. 13 Bg. day night



Dialog:	(M) YOUR TAG!	(M) WE ACTUALLY FOUND IT!
Action:		
Timing:		

TO Touch wall
(CI) FEB 04 2015

1034/208

1034-208

EPISODE #

Production :

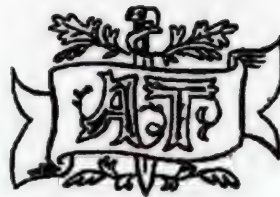
1034/208

1034/208

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Ho
Cut

ADVENTURE TIME



Sc. 144 Pnl. A Bg. day night



Sc. 144 cont Pnl. B Bg. day night



Cut

EPISODE # 1034-208

1034/208

Dialog:

Action:

Timing:



Ⓐ MAN, YOUR HANDWRITING HASNT CHANGED AT ALL!

M traces "B" with her finger

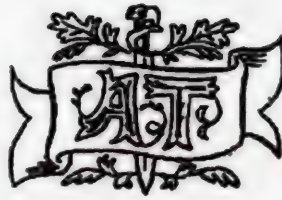
FEB 0 4 2015

Production :

1034/208

Cut

ADVENTURE TIME



Cut

Page 237

Sc. 145 Pnl. A Bg. day night



Sc. 146 Pnl. A Bg. day night



Dialog:

Ⓜ HAHA STILL AS PRISSY AND
PRIM

Action:

Timing:

FEB 04 2015

1034-208

EPISODE #

1034/208

Production :

1034/208

1034/208

ADVENTURE TIME



146 CONT

Page 238

Cut

Sc. 146 CONT Pnl. - B Bg.

day night



Sc. Pnl. C Bg.

day night



Dialog:

(M)

AS EVE - - -

W WHA - - - ?!

Action:

FEB 04 2015

Timing:

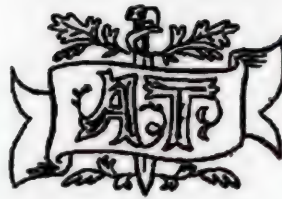
EPISODE # 1034-208

1034/208

Production :

1034/208

ADVENTURE TIME



Page **239**

Sc. **147** Pnl. **A** Bg. day night



Sc. **148** Pnl. **A** Bg. day night



Dialog:

PB : [CRYING SOFTLY]

M: Hhey

Action:

PB CRYING

-M. FLOATS ON/S.

FEB 04 2015

Timing:

1034-208

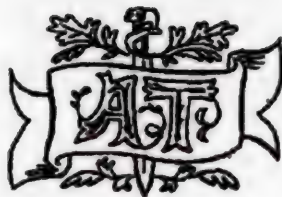
EPISODE #

1034/208

Production :

1034/208

ADVENTURE TIME



Page 240

Sc. 148 *cont* Pnl. B Bg. day night



Sc. 148 *cont* Pnl. C Bg. day night



Dialog:

(M)

WH--WHAT??

(M)

I... I DIDN'T MEAN...

Action:

Timing:

FEB 04 2015

Production :

EPISODE #

1034-208

1034/208

1034/208

1034/208

HW
Cut

ADVENTURE TIME



Page 241

Sc. 149

Pnl. A

Bg.

day night



Sc. 149

cont Pnl. B

Bg.

day night



Dialog:

Ⓐ I LIKE YOUR HANDWRITING,

Ⓜ I THINK IT'S REALLY PRETTY.....

Action:

Timing:

FEB 04 2015

Production :

EPISODE #

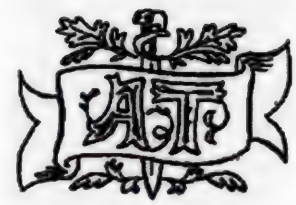
1034-208

1034/208

1034/208

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ADVENTURE TIME



Sc. 156 Pnl. A Bg. day night



Sc. 150 CONT Pnl. B Bg. day night



Dialog: (PB) ITS,,, ITS NOT THAT,

(PB) I,,, (SMALLER) I LOST MY HAT,,,,,

Action:

Timing:

FEB 04 2015

EPISODE #

Production :

1034-208

1034/208

ADVENTURE TIME



Page 243

Sc. 151 Pnl. A Bg. day night



Sc. 151 CONT Pnl. B Bg. day night



Dialog:

???

Ⓜ WE ... WE CAN GET
YOU ANOTHER HAT...?

Action:

Timing:

FEB 04 2015

EPISODE #

1034-208

1034/208

Production :

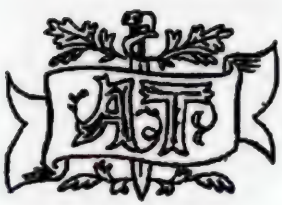
1034/208

1034/208

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Ext

ADVENTURE TIME



Sc. 151A Pnl. A Bg. day night



Sc. 151A cont Pnl. B Bg. day night



Dialog:	
(PB) I LOST MY HAT...	(PB) LOST MY HOME, LOST MY PEOPLE...
Action:	
Timing:	

FEB 04 2015

Production :

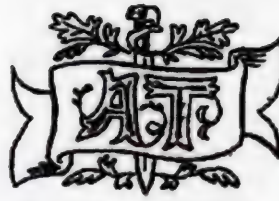
EPISODE #

1034-208

1034/208

1034/208

ADVENTURE TIME



Sc. 151A *CONT* Pnl. C Bg. day night



Sc. 151A *CONT* Pnl. D Bg. day night



Dialog:

(PB) I CAN'T EVEN KEEP
DERN VARMINTS

(PB) OUT OF MY PUMPKIN PATCH!

Action:

FEB 04 2015

Timing:

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1034/208

Production :

Page 245

Cont

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ADVENTURE TIME



Page 246

Sc. 152 Pnl. A Bg. day night



Sc. 153 Pnl. A Bg. day night



Dialog:

(M) OH BONNIE...

(PB) . I TRIED,

Action:

FEB 04 2015

Timing:

1034-208

EPISODE #

1034/208

Production :

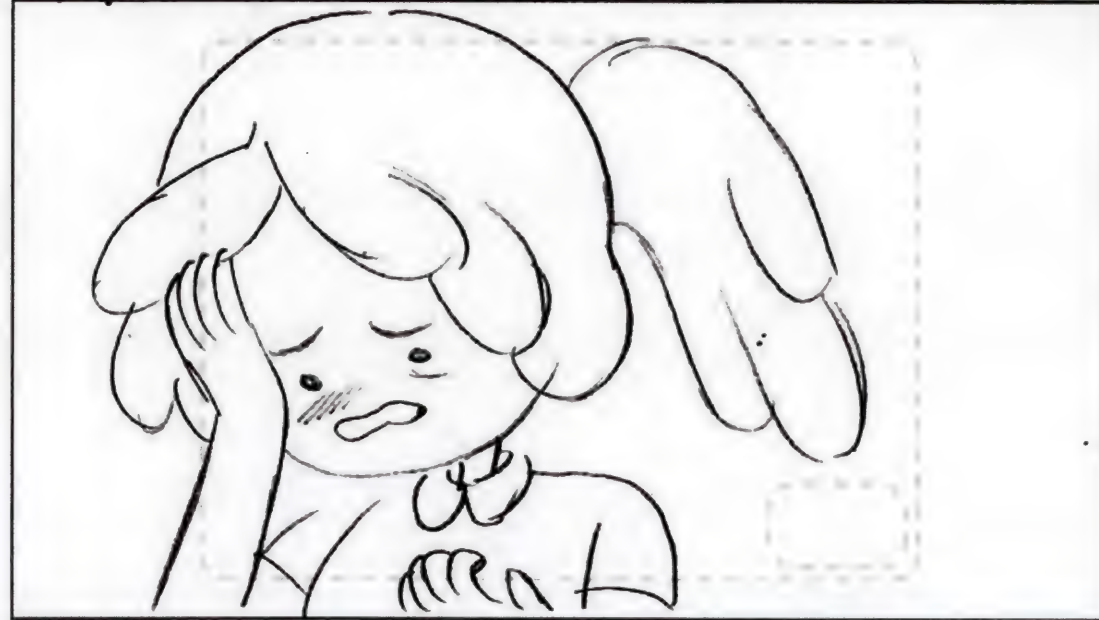
1034/208

ADVENTURE TIME



Page **247**

Sc. **153 CONT** Pnl. **B** Bg. day night



Sc. **153 CONT** Pnl. **C** Bg. day night



Dialog:

(PB) I REALLY, REALLY TRIED

Action:

Timing:

FEB 04 2015

EPISODE #

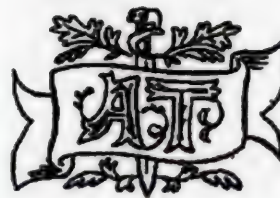
1034/208

1034-208

Production :

1034/208

ADVENTURE TIME



Page 248

Sc. 153 CONT Pnl. D

Bg.

day night



Sc. 153 CONT Pnl. E

Bg.

day night



Dialog:

(PB) I JUST...

(PB) I THOUGHT THAT IF I SHUT
EVERYTHING OUT AND JUST FOCUSED
ON WORK, IT WOULD a BE OKAY,

Action:

Timing:

FEB 04 2015

EPISODE # 1034-208

1034/208

Production :

ADVENTURE TIME



HO
CUT

Page 249

Sc. 153 *cont* Pnl. F

Bg.

day night



Sc. 154

Pnl. A

Bg.

day night



Dialog:

(PB) AND MY Kingdom
WOULD BE OKAY, ...

Action:

Timing:

FEB 04 2015

1034-208

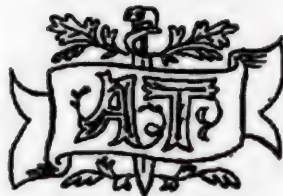
EPISODE #

1034/208

Production :

1034/208

ADVENTURE TIME



Hi
G.T

Page **250**

Sc. **154 CONT** Pnl. **B** Bg. day night



Sc. **155** Pnl. **A** Bg. day night



Dialog:

(PB) BUT LOOK WHERE THAT
LANDED ME...

SFX*CRUMBLE*

Action:

(Rocks continue to fall)

FEB 04 2015

Timing:



1034-208

EPISODE #

1034/208

Production :

1034/208

ADVENTURE TIME



Page 251

Sc. 155 CONT Pnl. B

Bg.

day night



Sc. 155 CONT Pnl. C

Bg.

day night



Dialog:

Ⓟ ALL I MANAGED TO DO WAS
PUSH EVERYONE AWAY.

Ⓟ I PUSHED YOU AWAY.

Action:

Timing:

FEB 04 2015

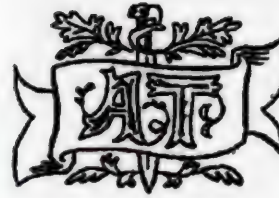
EPISODE # 1034-208

1034/208

Production :

1034/208

ADVENTURE TIME



Page 252

Sc. 155 *cont* Pnl. D Bg. day night



Sc. 155 *cont* Pnl. E Bg. day night



Dialog:

(PB) I'M SORRY MARCELINE,

(PB) I'VE BEEN A REAL
DINGER TO YOU.

Action:

FEB 04 2015

Timing:

EPISODE # 1034-208

1034/208

Production :

1034/208

1034/208

ADVENTURE TIME

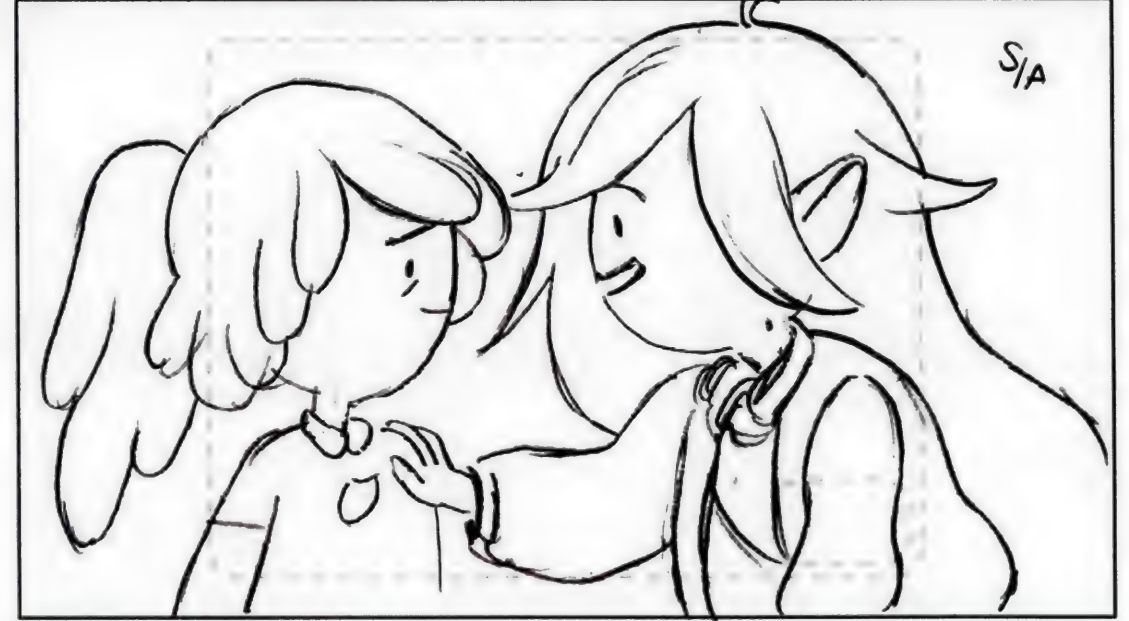


Page 253

Sc. 155 *CONT* Pnl. F Bg. day night



Sc. 155 *CONT* Pnl. G Bg. day night



Dialog:	<p>Ⓜ COME ON...</p> <p>Ⓜ WHAT ARE <u>YOU</u> EVEN APOLOGIZING FOR ...</p>
Action:	<p>-M. PUTS HAND ON PB'S SHOULDER</p>
Timing:	<p>FEB 04 2015</p>

1034/208

EPISODE # 1034-208

1034/208

Production :

1034/208

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ADVENTURE TIME

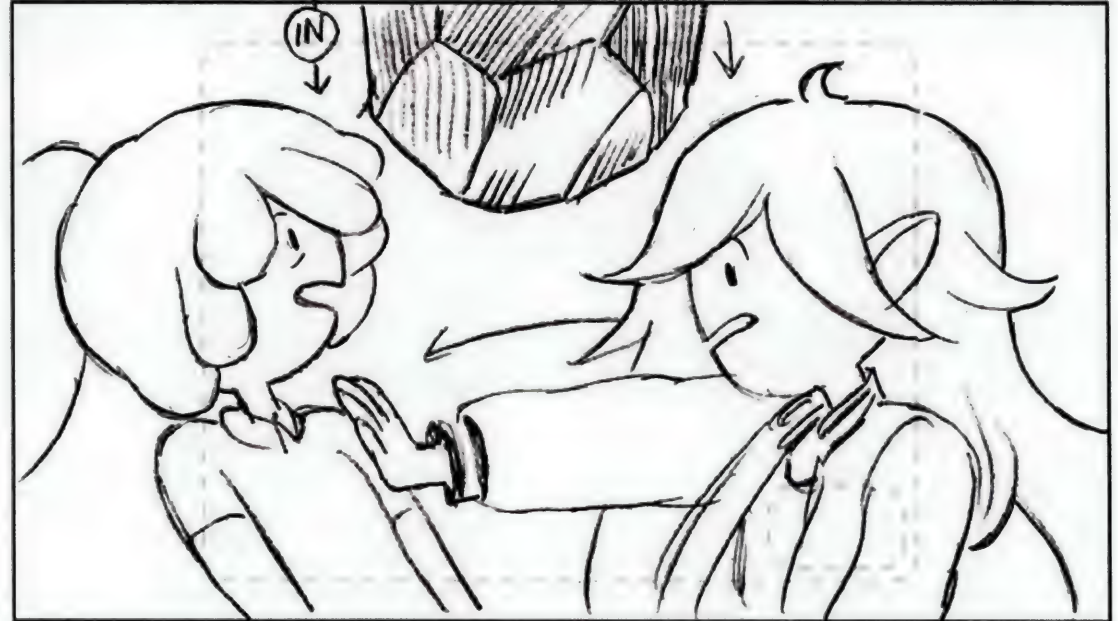


Page 254

Sc. 155 cont Pnl. H Bg. day night



Sc. 155 cont Pnl. I Bg. day night



Dialog:

SFX: RUMBLE*

M: NUH!

Action:

- M. PUSHES PB BACK AS A
BIG CHUNK FALLS ON/S.

FEB 04 2015

Timing:

EPISODE #
1034/208 1034-208

Production :

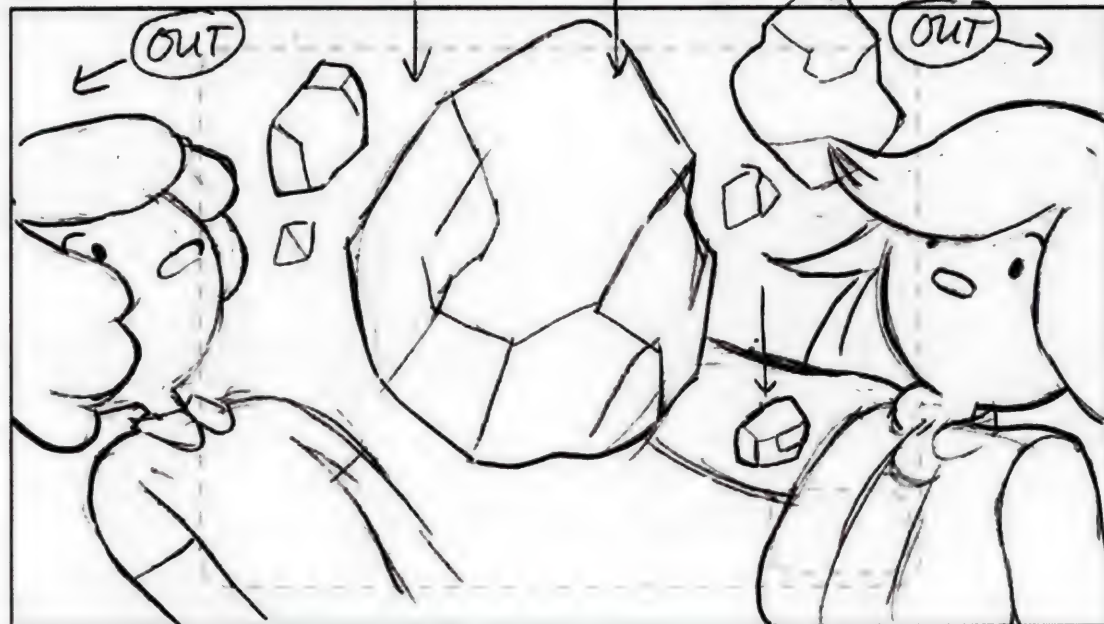
1034/208

ADVENTURE TIME



Page 255

Sc. 155 CONT Pnl. J Bg. day night



Sc. 156 Pnl. A Bg. day night



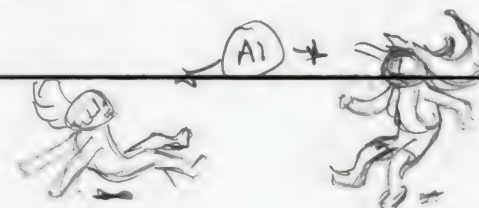
Dialog:

SFX: * THDD! *

Action: - RUBBLE FALLS BETWEEN PB+M.
- PB+M DODGE BACK OFF/S.



- RUBBLE EMBEDS IN THE GROUND.



FEB 04 2015

Timing:

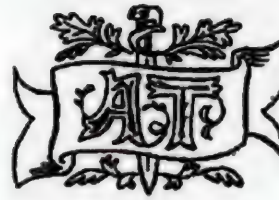
EPISODE # 1034-208

1034/208

Production :

1034/208

ADVENTURE TIME

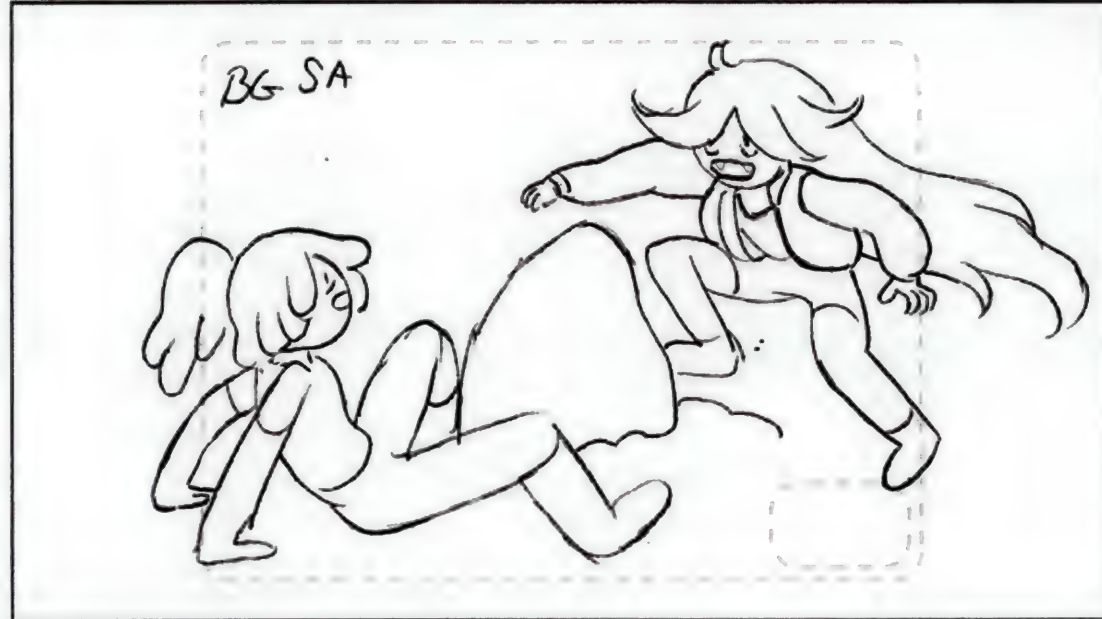


Page 256

Sc. 156 *CONT* Pnl. B

Bg.

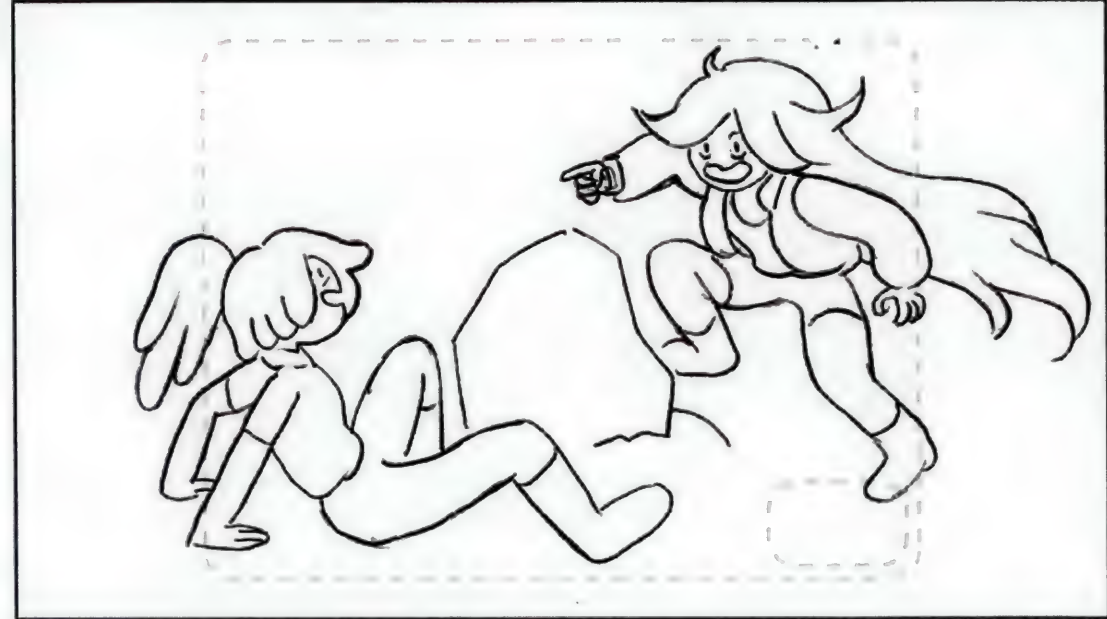
day night



Sc. 156 *CONT* Pnl. C

Bg.

day night



Dialog:

Ⓜ UUU HHH

Ⓜ HOW ABOUT WE NOT GET BURIED
UNDER A METRIC-TON OF ROCK-CANDY
RUBBLE ?!?? !!!

Action:

Timing:

FEB 04 2015

Production :

EPISODE #

1034-208

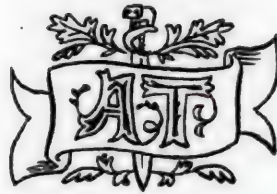
1034/208

Ho
Cut

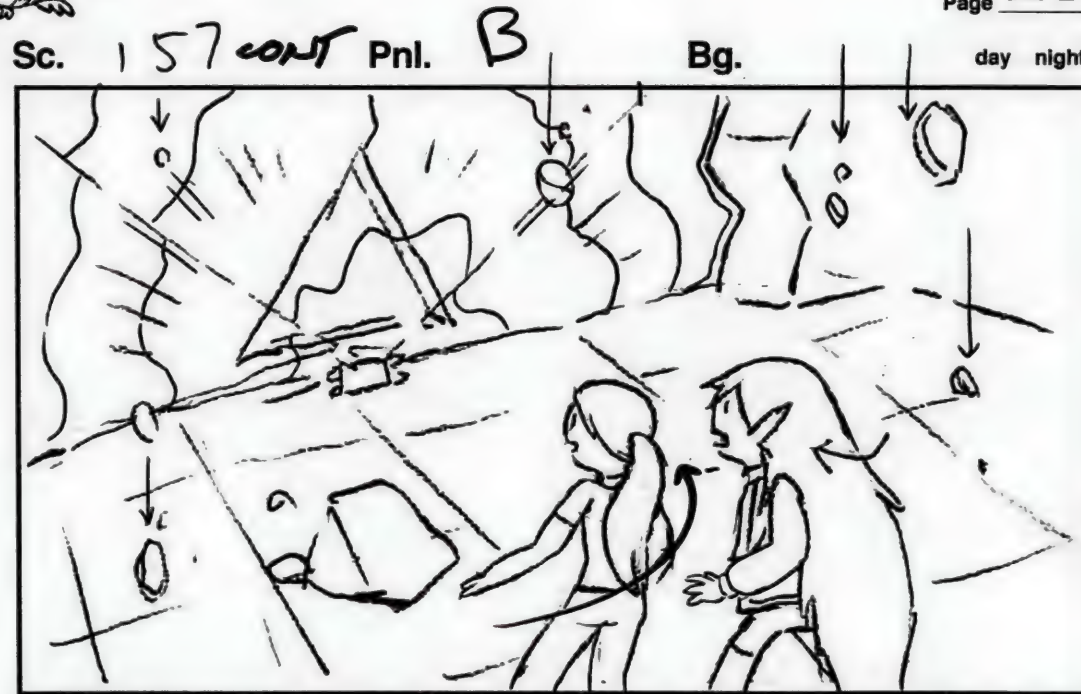
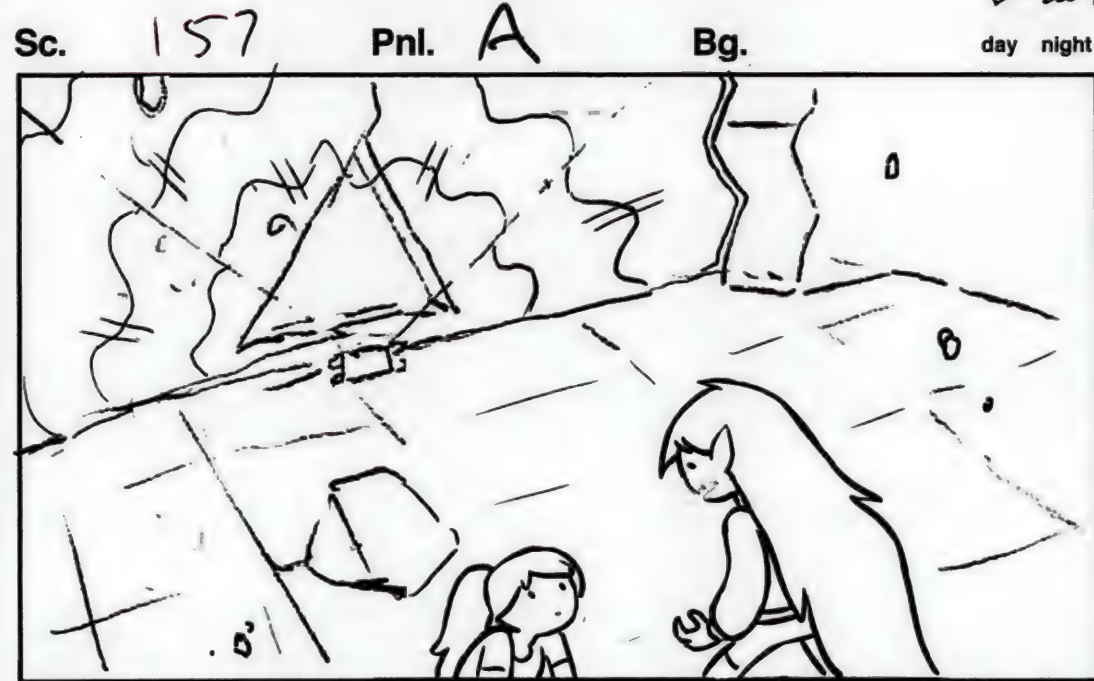
1034/208

Ho
Cut

ADVENTURE TIME



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Dialog:

SFX: * RUMBLING *

PB: gasp!

Action:

- RUBBLE FALLS ON/S
- PB + M TURN TOWARDS HOLE.

FEB 04 2015

Timing:

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EPISODE #

1034/208

Production:

1034/208

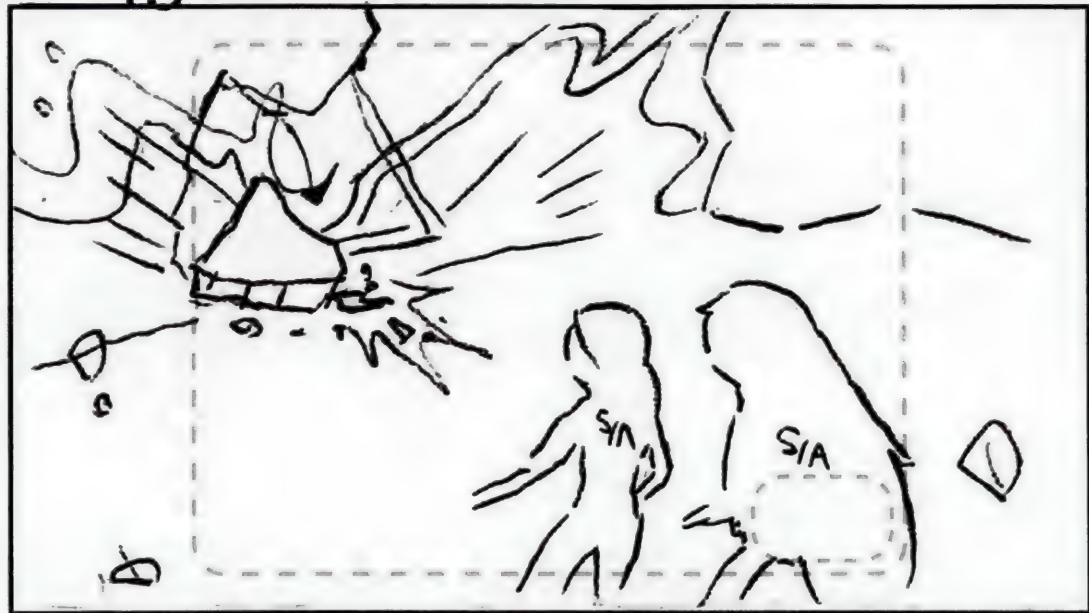
1034/208

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ADVENTURE TIME



Sc. 157 cont Pnl. C Bg. day night



Sc. 157 cont Pnl. D Bg. day night



Dialog:	
<u>Sfx:</u> *SMSSH-VMM*	<u>PB:</u> the field generator!
	<u>Sfx:</u> *ZZZT*
Action: - WALL BREAKS AND DAMAGES FORCEFIELD GENERATOR	- FORCEFIELD WARPS/FALTERS
Timing:	
FEB 0 4 2015	

EPISODE # 1034-208

1034/208

Production:

ADVENTURE TIME



Page 259

Sc. 157 cont Pnl. E

Bg.

day night



Sc. 157 cont Pnl. F

Bg.

day night



Dialog:

VARMINTS : [GROWLING FURIOUSLY]

SFX: *SKITTERING*

Action:

- VARMINTS START CLIMBING THROUGH WALL.

-VARMINTS START PUSHING THROUGH FORCEFIELD.

FEB 04 2015

Timing:

The Cut

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EPISODE #

1034/208

Production:

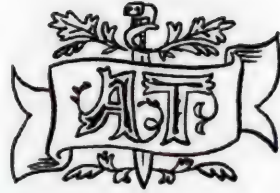
1034/208

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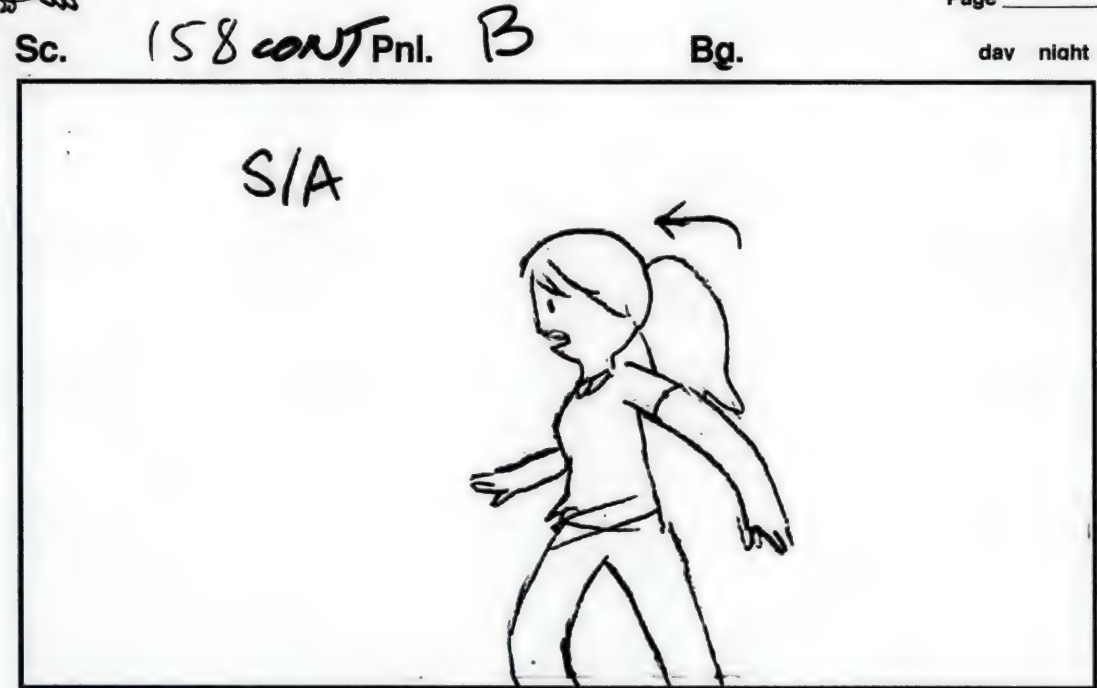
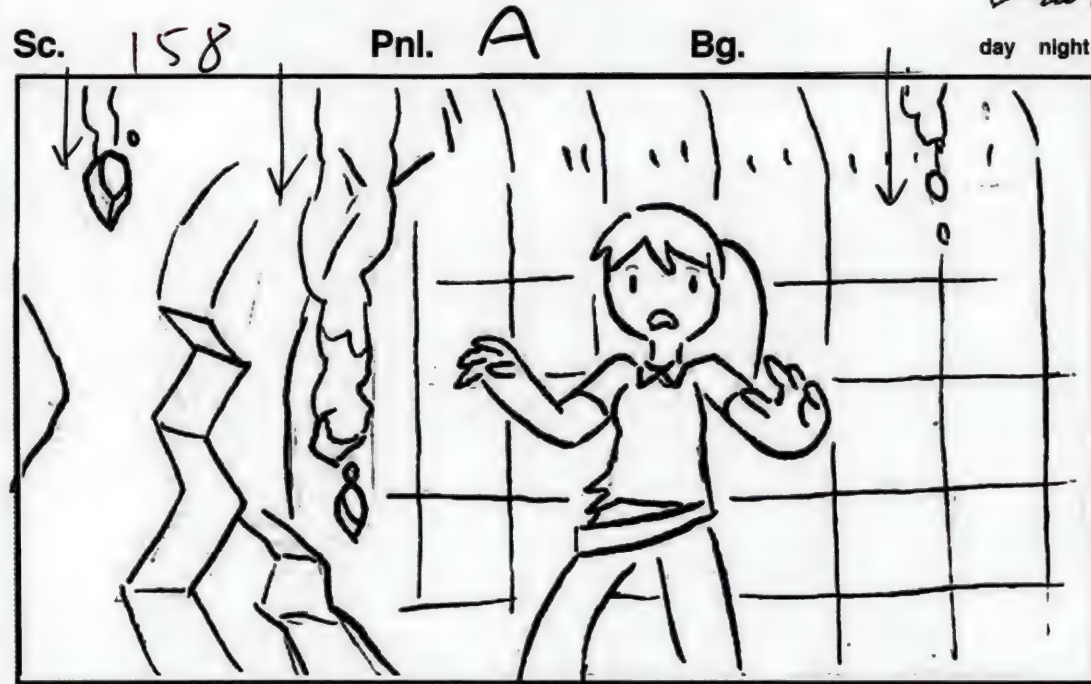
1034/208

HW
CUT

ADVENTURE TIME



Page 260



Dialog:

PB: AW JEEZ -

PB: OK, UM, MAYBE I CAN
RIG UP A GRAFFITI BOMB OR

Action:

- RUBBLE CONTINUES FALLING.

- PB LOOKS AROUND FRANTICALLY;

Timing:



FEB 04 2015

EPISODE # 1034-208

1034/208

Production:

1034/208

ADVENTURE TIME



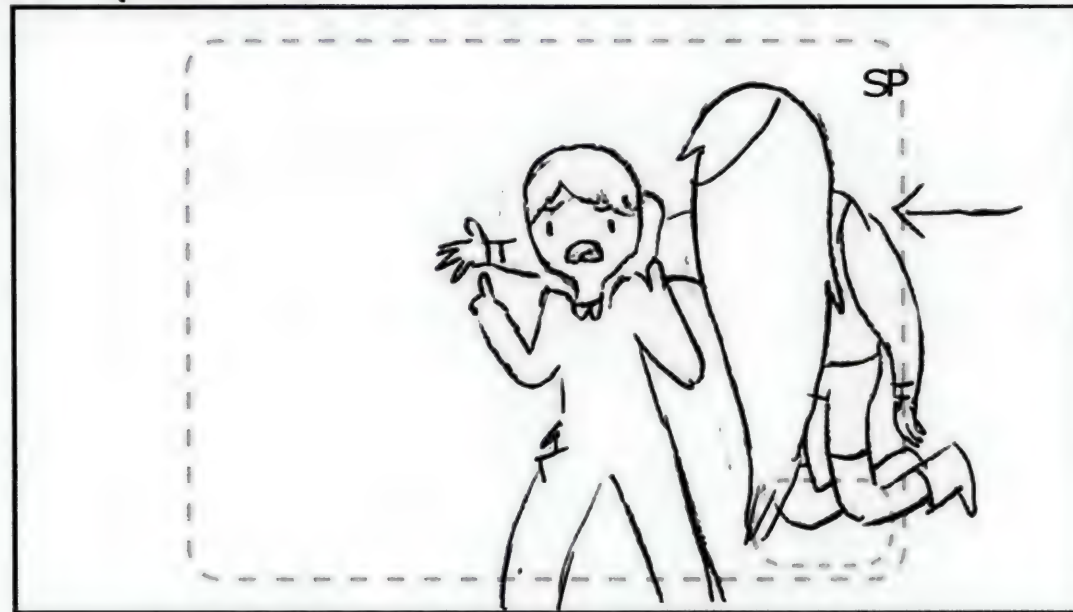
Page 261

Sc. 158 cont Pnl. C Bg.

day night

Sc. 158 cont Pnl. D Bg.

day night



Dialog:

PB: OR OR OR --

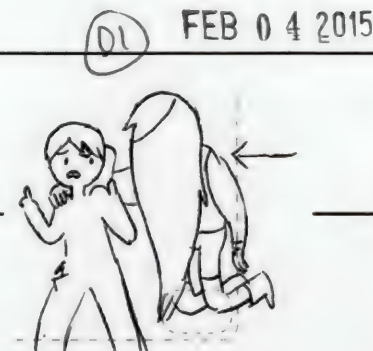
PB: WHA-

Action:

-M. FLOATS ON/S CREEPILY
WITH HER HAIR FLIPPED OVER FACE

-PB LOOKS UP AT M.

Timing:

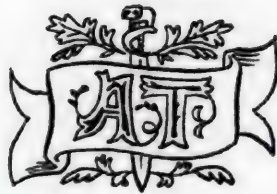


EPISODE # 1034-208
1034/208

Production:

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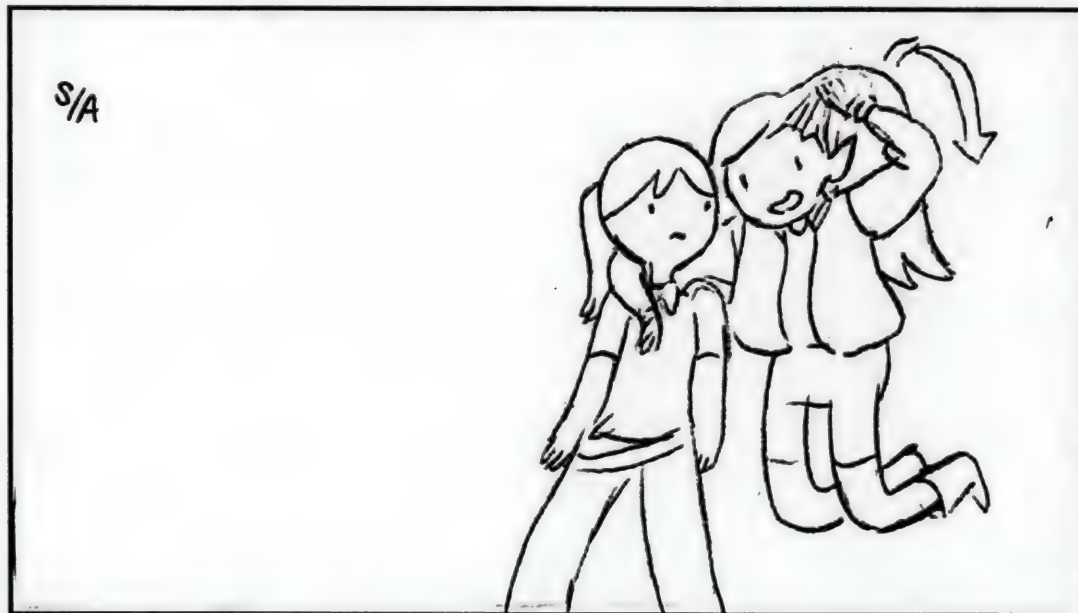
ADVENTURE TIME



Sc. 158 *cont* Pnl. E Bg. day night



Sc. 158 *cont* Pnl. F Bg. day night



Dialog:

M: This time, I'm prepared!

Action:

-M. PUTS ARM AROUND PB'S SHOULDER.

-M. BRUSHES BACK HAIR, IN ONE SWEEP.

FEB 04 2015

Timing:

EPISODE # 1034-208

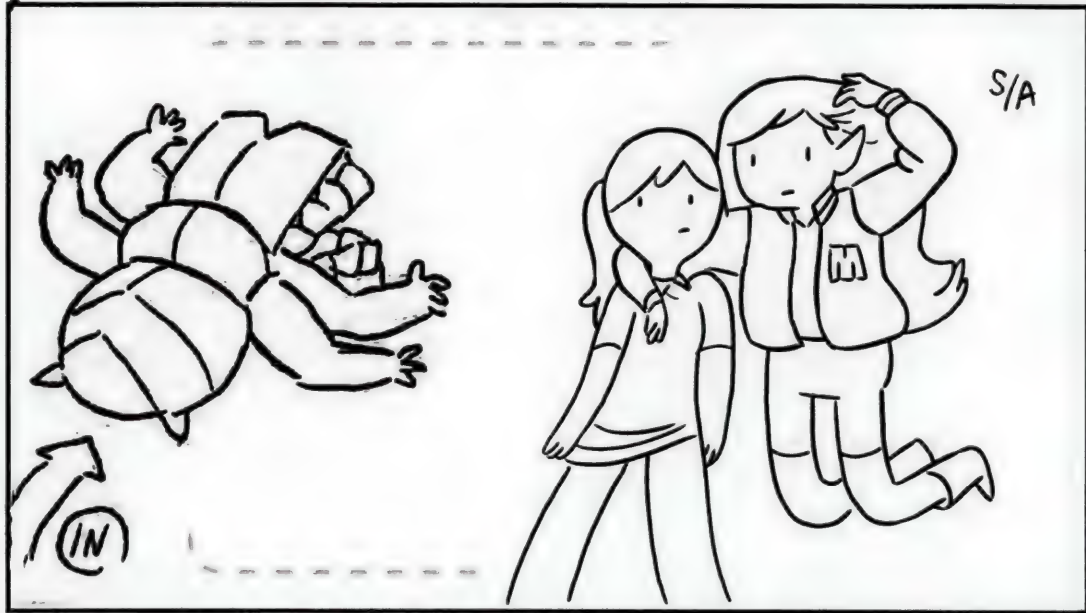
Production:

1034/208

ADVENTURE TIME



Sc. 158 *cont* Pnl. G Bg. day night



Sc. 158 *cont* Pnl. H1 Bg. day night



Dialog:	<u>V</u> : HSSS!	SFX: *PUNT!*
Action:	- M. KICK'S VARMIN'T WITH GIANT FOOT.	
Timing:	- VARMIN'T LEAPS ON/S.	

FEB 04 2015

ADVENTURE TIME

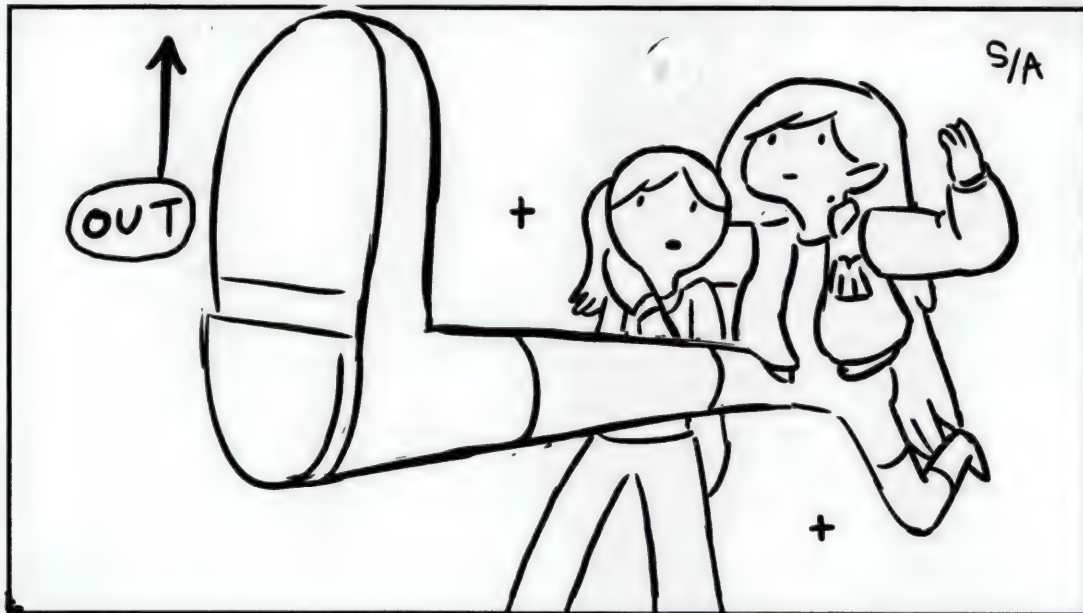


Page **264**

Sc. **158 cont** Pnl. **I**

Bg.

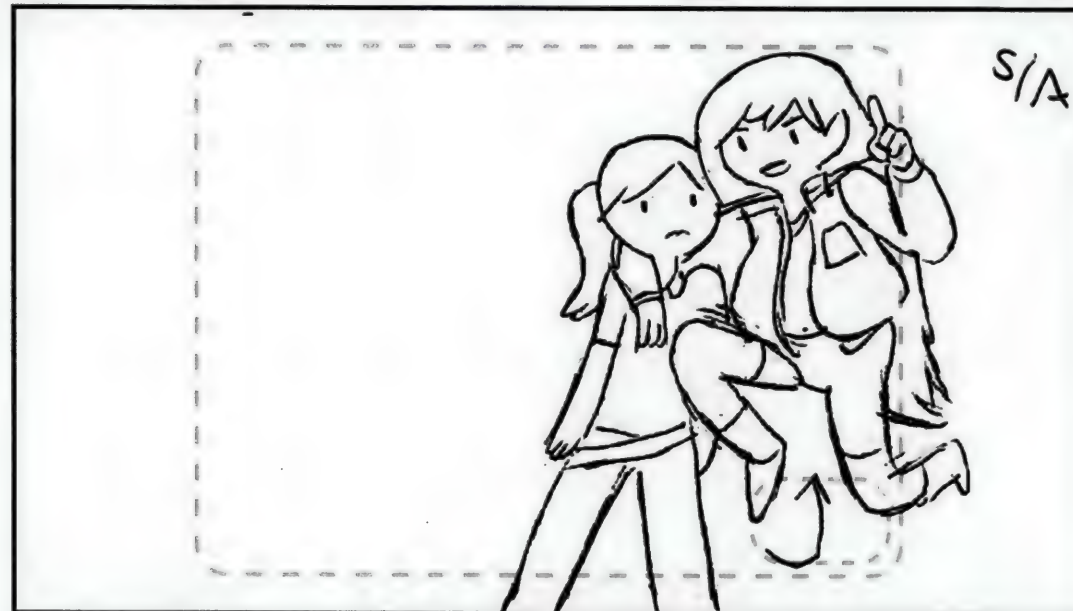
day night



Sc. **158 cont** Pnl. **J**

Bg.

day night



Dialog:

SFX: XTHMPX

M: I'VE BEEN WATCHING
THESE DUDES
PRETTY CLOSE -

Action:

- VARMINT FLIES OFF/S.

FEB 04 2015

Timing:

EPISODE # 1034-208

Production:

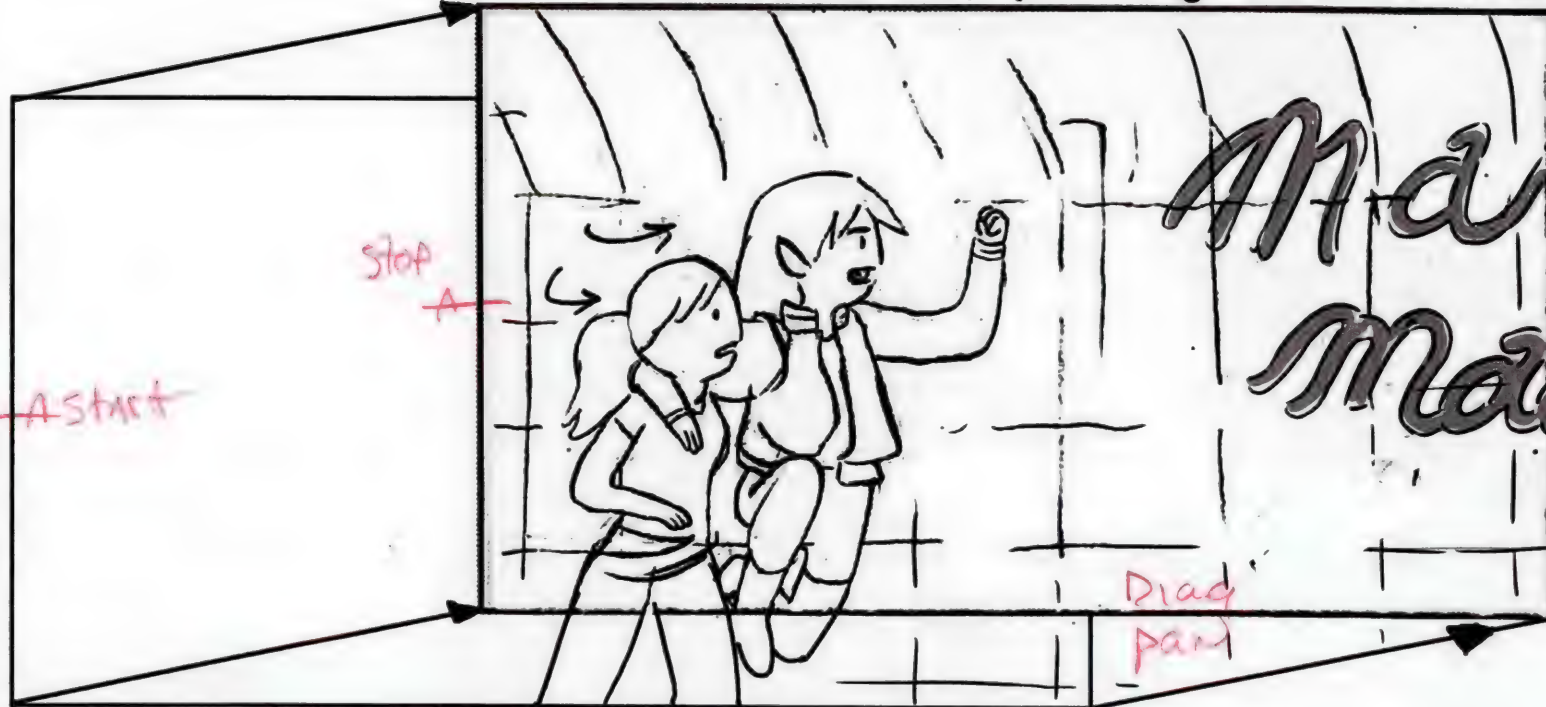
1034/208

ADVENTURE TIME



Sc. 158 *cont* Pnl. K Bg. day night

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fu ant

Dialog:

M: I THINK I CAN
VARMINT US OUT THROUGH
THE WALL

Action:

- M + PB TURN TOWARDS WALL
- ADJ. W/ ACTION.

Timing:



FEB 04 2015

1034-208

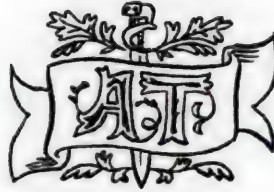
EPISODE #

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Production:

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ADVENTURE TIME



Page **266**

Sc. **159**

Pnl. **A**

Bg.

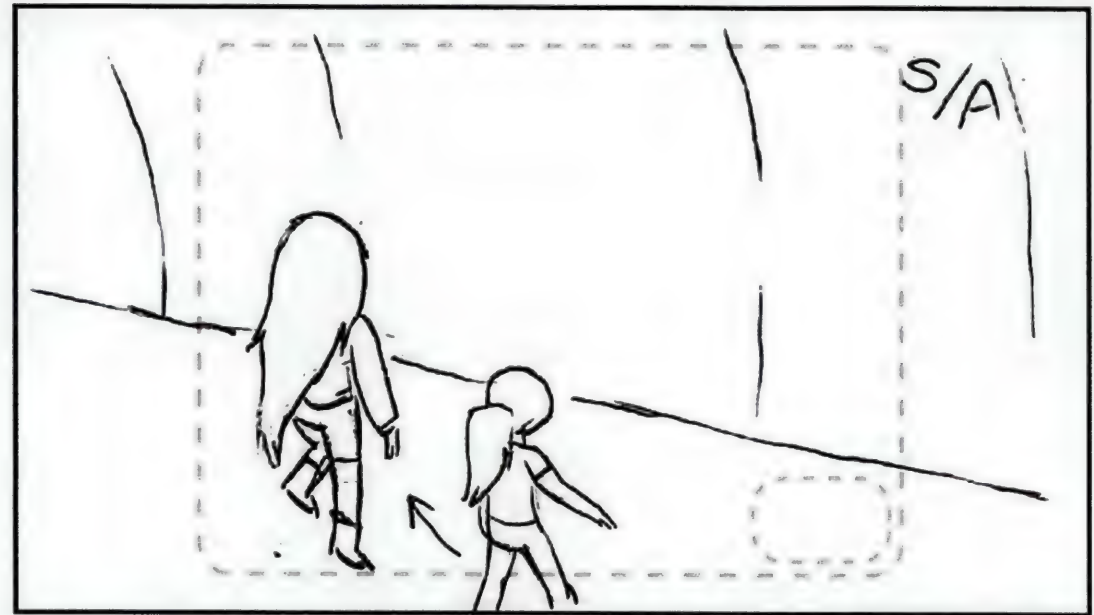
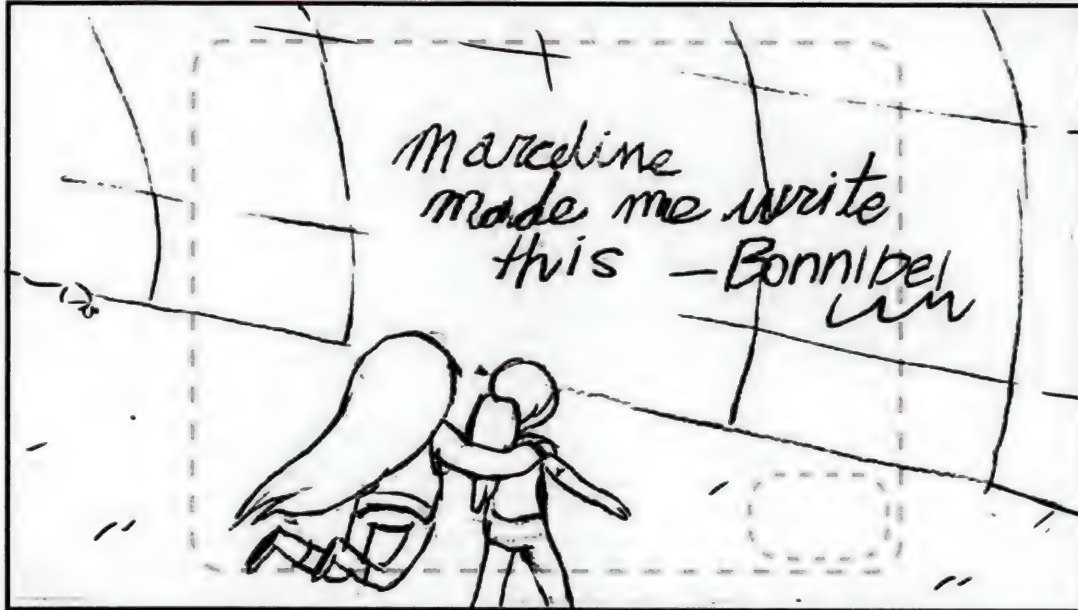
day night

Sc. **159 cont**

Pnl. **B**

Bg.

day night



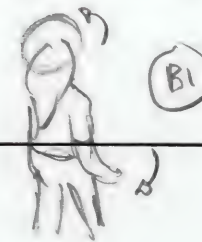
Dialog:

SFX: (4s) BOOM-BOOM

M: IT'S JUST A SHAME about
YOU R TAG ...

Action:

Timing:



FEB 04 2015

EPISODE # **1034-208**

1034/208

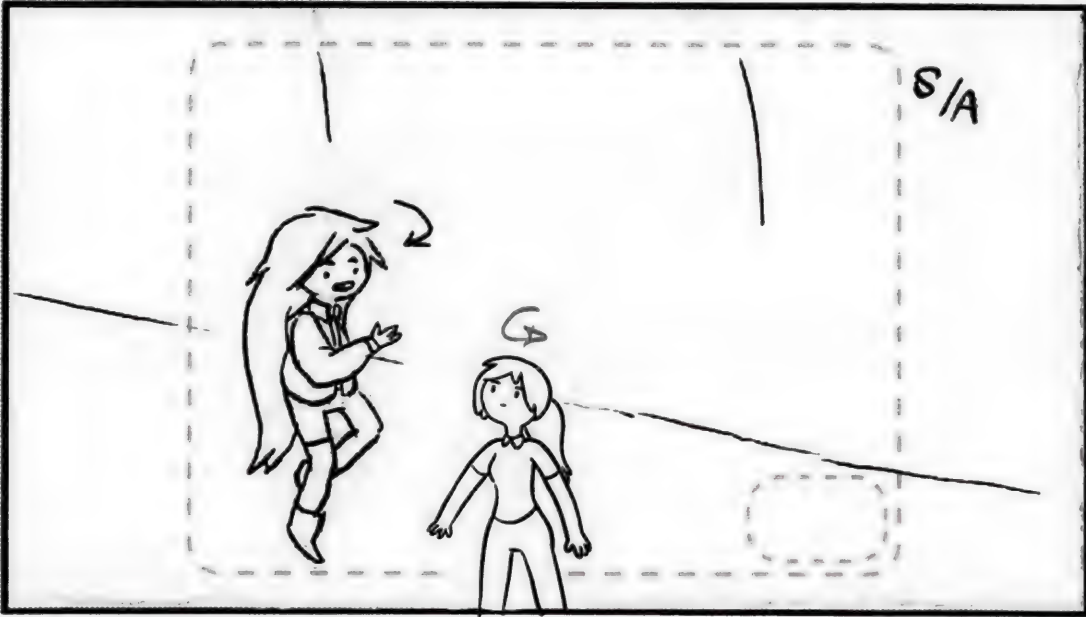
Production:

1034/208

ADVENTURE TIME



Sc. 159 cont Pnl. C Bg. day night



Sc. 160 Pnl. A Bg. day night



Dialog:	<u>M</u> : IT'S BEEN HERE FOREVER. I dont wanna mess it up.	<u>PB</u> : . . .	
Action:	-PB SMILES		
Timing:	FER n 4 2015		

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EPISODE #

1034/208

Production:

ADVENTURE TIME



Page **268**

Sc. **160 CONT** Pnl. **B**

Bg.

day night

Sc. **160 CONT** Pnl. **C**

Bg.

day .night



Dialog:

PB: NAW, IT'S GOOD I THINK ...

PB: MESS IT UP

Action:

-PB SQUINTS.

FEB 04 2015

Timing:

HW
CUT

EPISODE # 1034-208

1034/208

Production:

1034/208

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ADVENTURE TIME



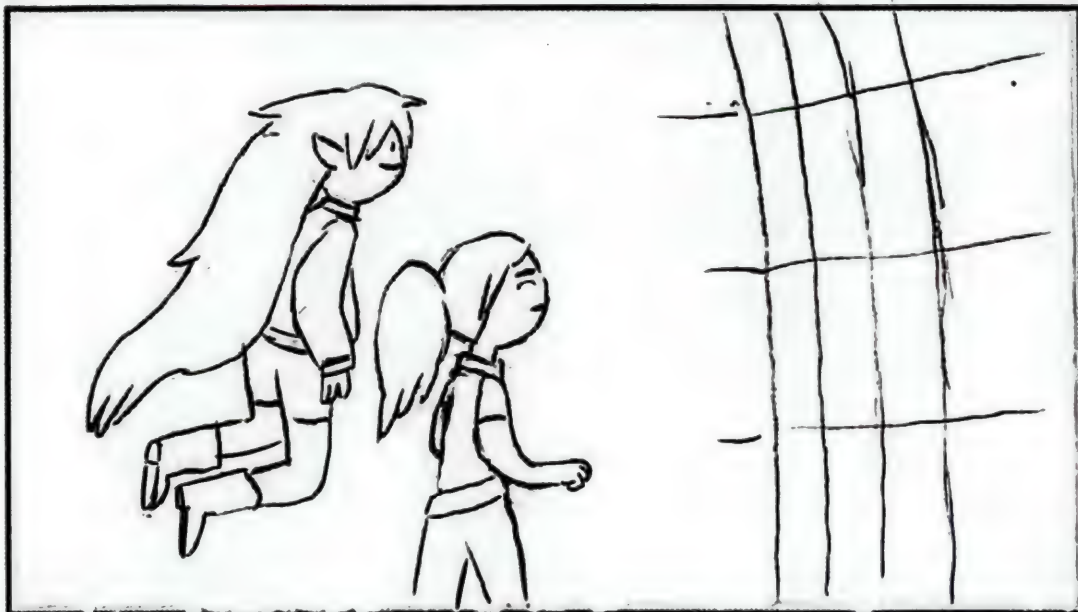
Page **269**

Sc. 161

Pnl. A

Bg.

day night



Sc. 161 *cont* Pnl. B

Bg.

day night



Dialog:

Action:

- M. ANTICS BACK W/ HAND

- TRUCK OUT

FEB 04 2015

Timing:

Production:

1034/208

1034/208

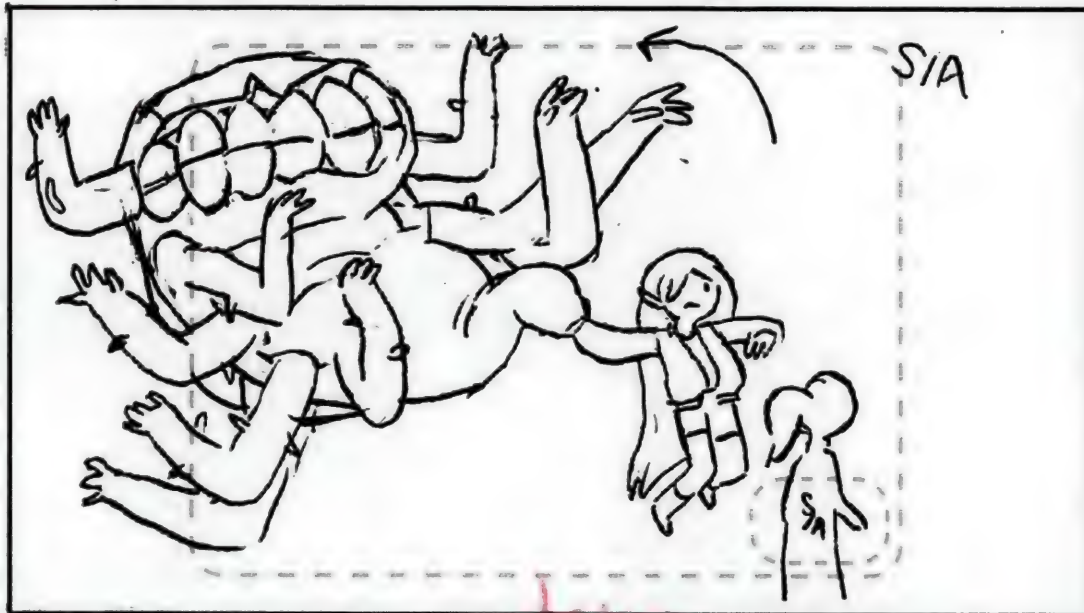
1034/208

ADVENTURE TIME

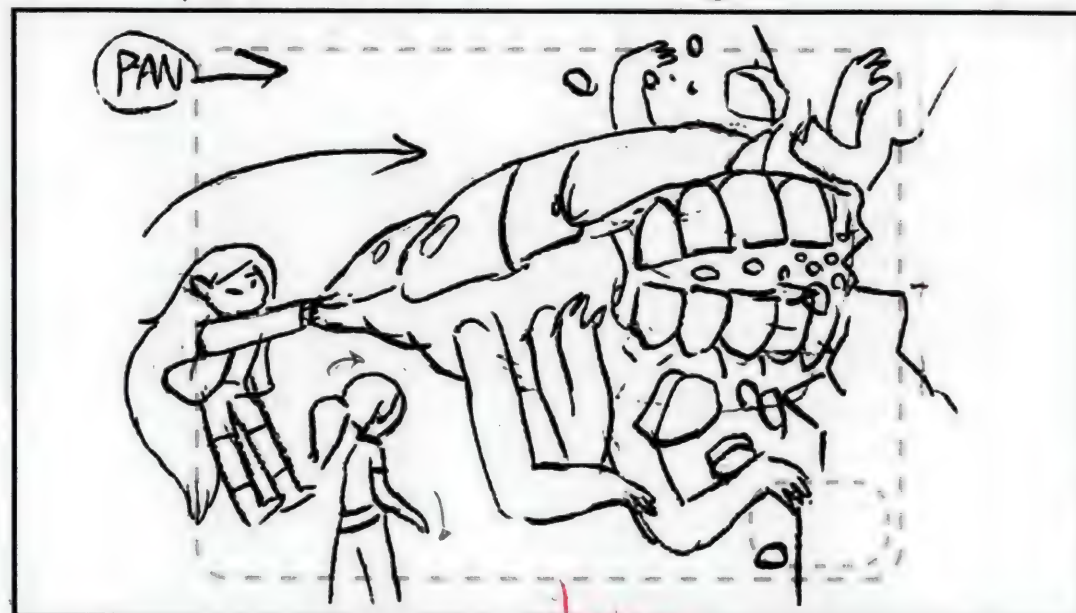


Page **270**

Sc. **161 CONT** Pnl. **C** Bg. day night



Sc. **161 CONT** Pnl. **D** Bg. day night



Dialog:

SFX: *GLORP*

Action:

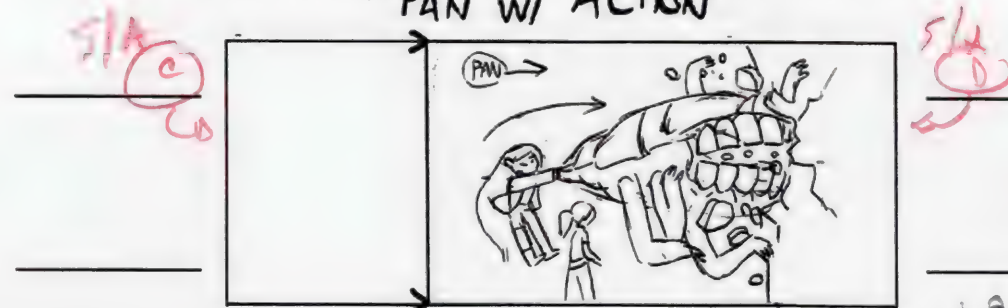
- M'S HAND GROWS HUGE
AND VARMINT-LOOKING

Timing:

SFX: *CHOMP!*

FEB 04 2015

- M. STARTS CHEWING THROUGH WALL W/ VARMINT-ARM.
- PAN W/ ACTION



EPISODE # **1034-208**

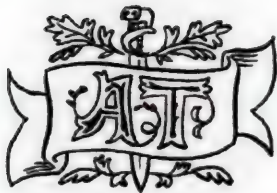
Production:

1034/208

1034/208

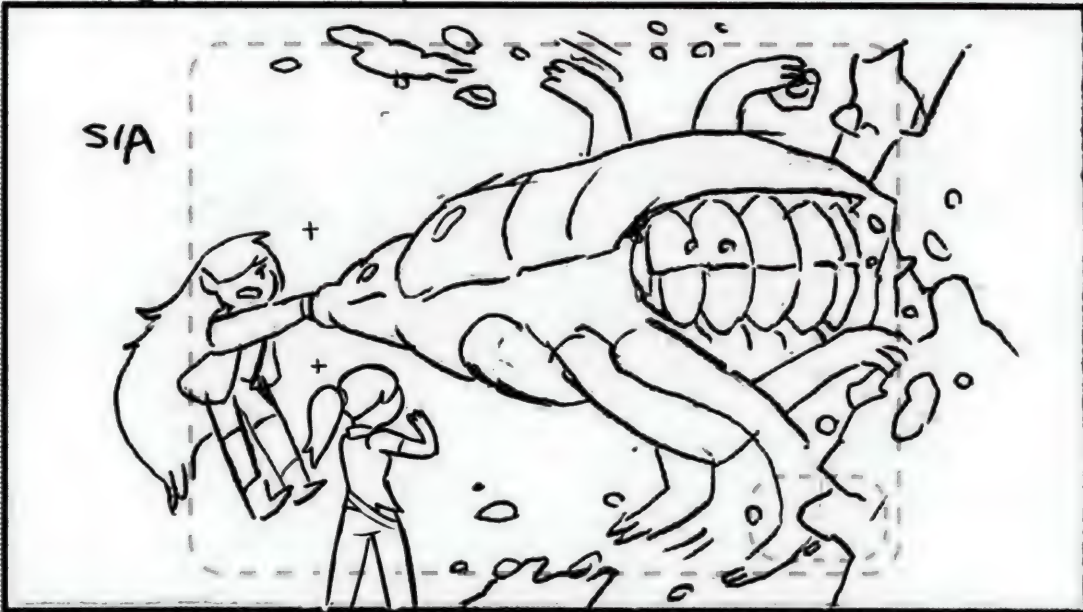
1034/208

ADVENTURE TIME

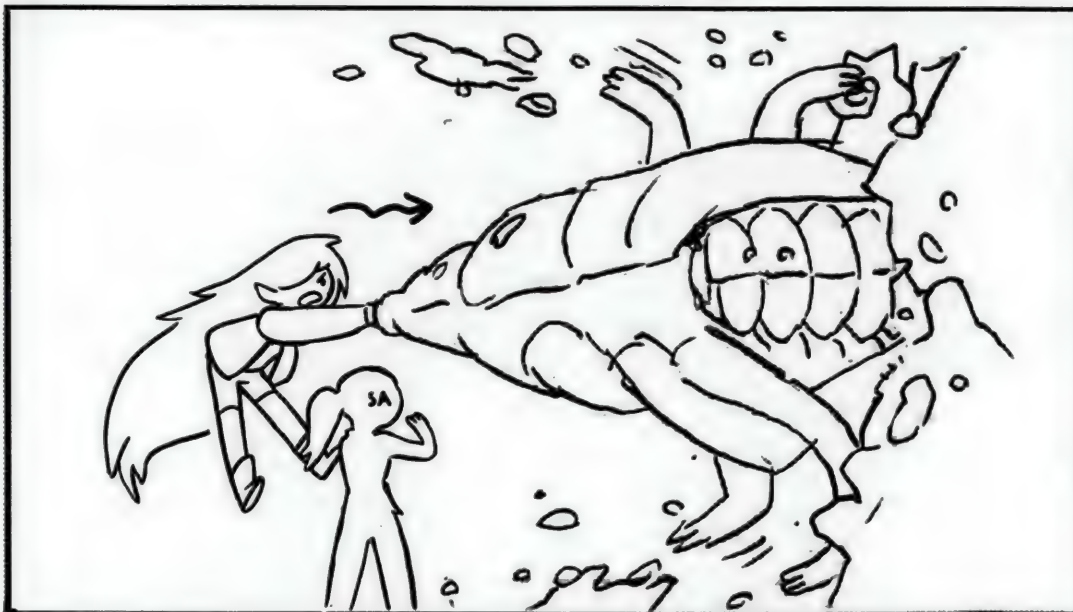


Page **271**

Sc. **161** *cont* Pnl. **E** Bg. day night



Sc. **161** *cont* Pnl. **F** Bg. day night



Dialog:	<u>SFX:</u> * DIGGING *
Action:	- VARMIN ARM DIGS THROUGH WALL W/ ARMS AND TEETH
Timing:	



FEB 04 2015

No cut

EPISODE #

1034-208

1034/208

Production:

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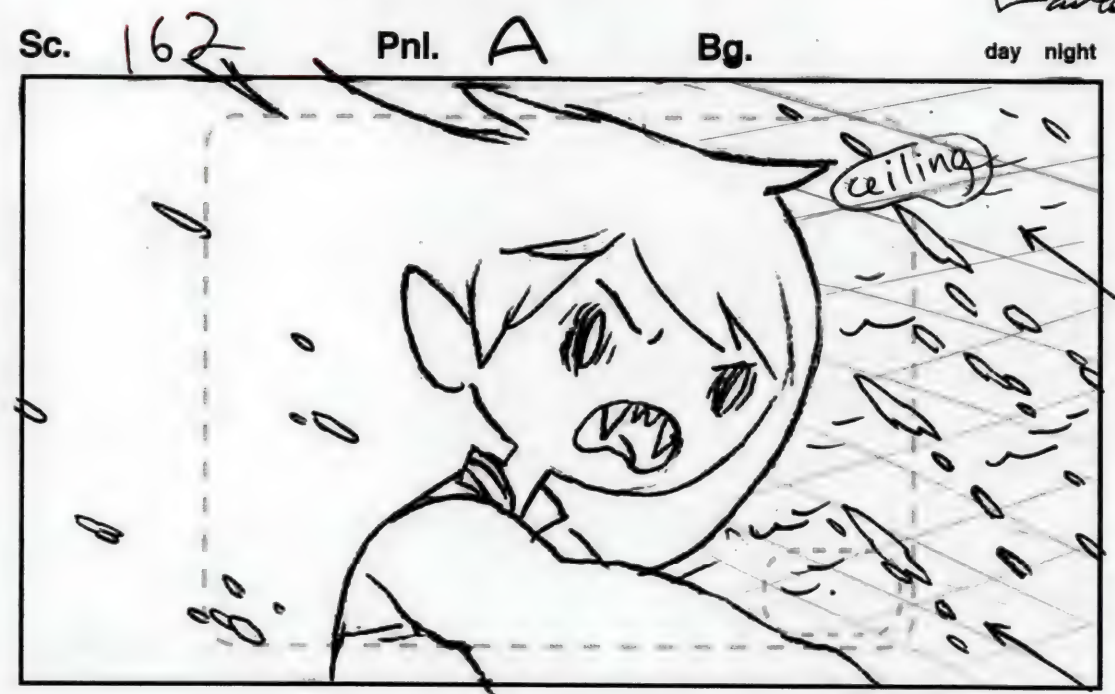
1034/208

NO
CUT

ADVENTURE TIME



CUT



Dialog:	M: DIGDIGDIG DIIIIIG!
Action:	-DIRT FLIES PAST M.
Timing:	FEB 04 2015

EPISODE # 1034-208

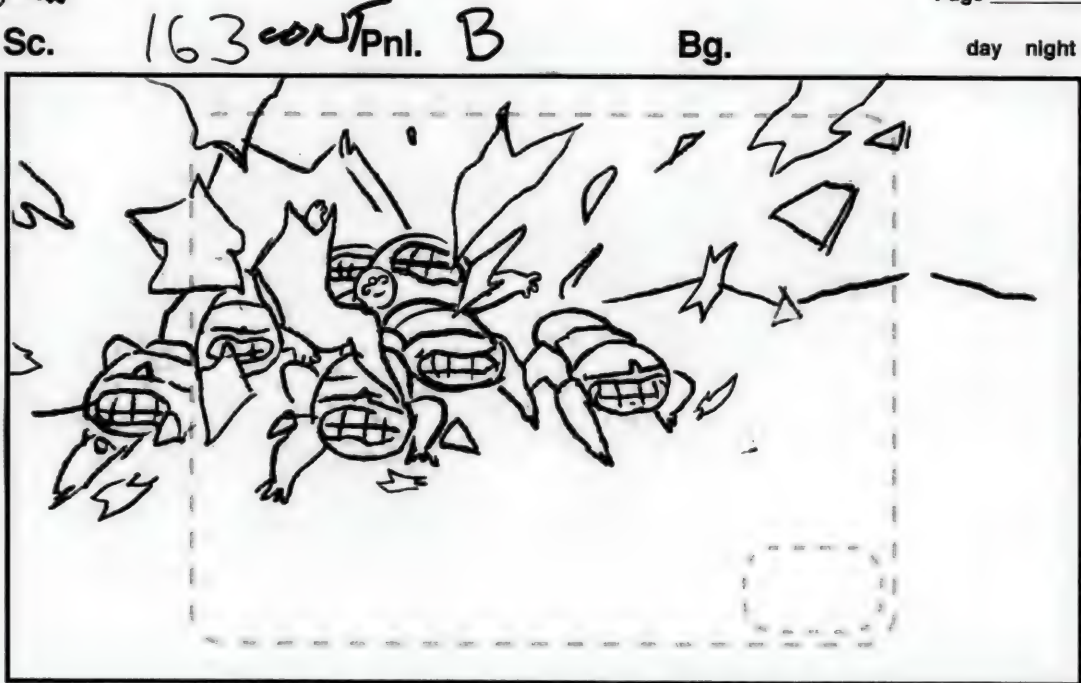
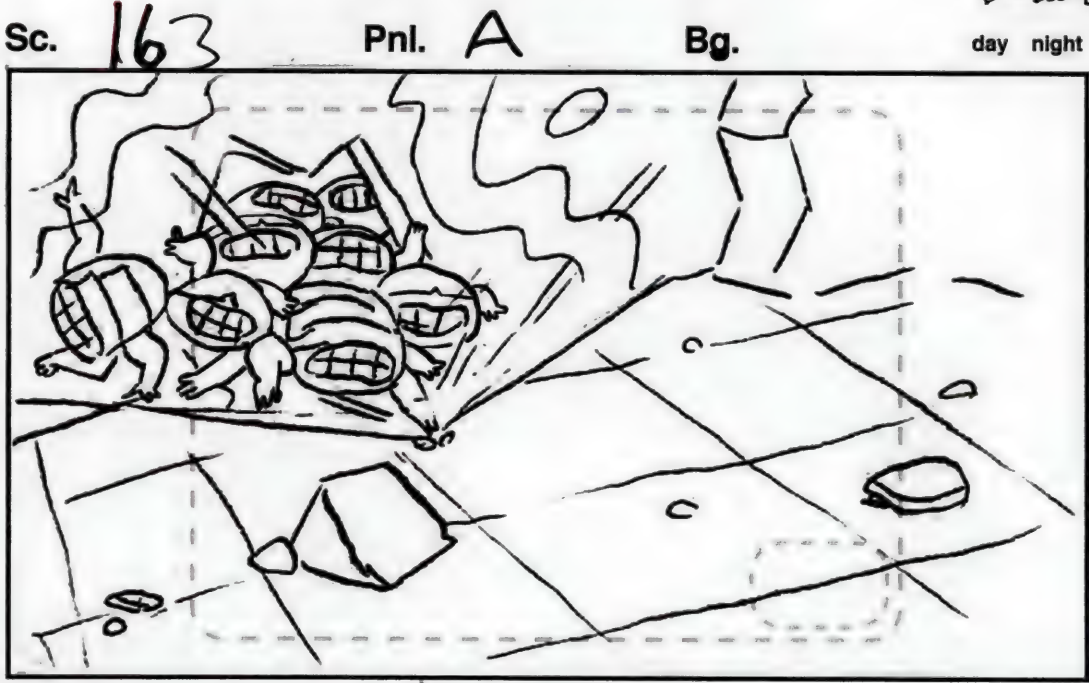
1034/208

Production:

1034/208

cut

ADVENTURE TIME



Dialog:	
Sfx: * zzz zzt *	Sfx: * SKSHH *
Action:	
- VARMINTS PUSH AGAINST FORCE FIELD.	- FORCEFIELD SHATTERS/ FLUTTERS LIKE PAPER.
Timing:	

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EPISODE # 1034-208
1034, 208
Production:

1034/208

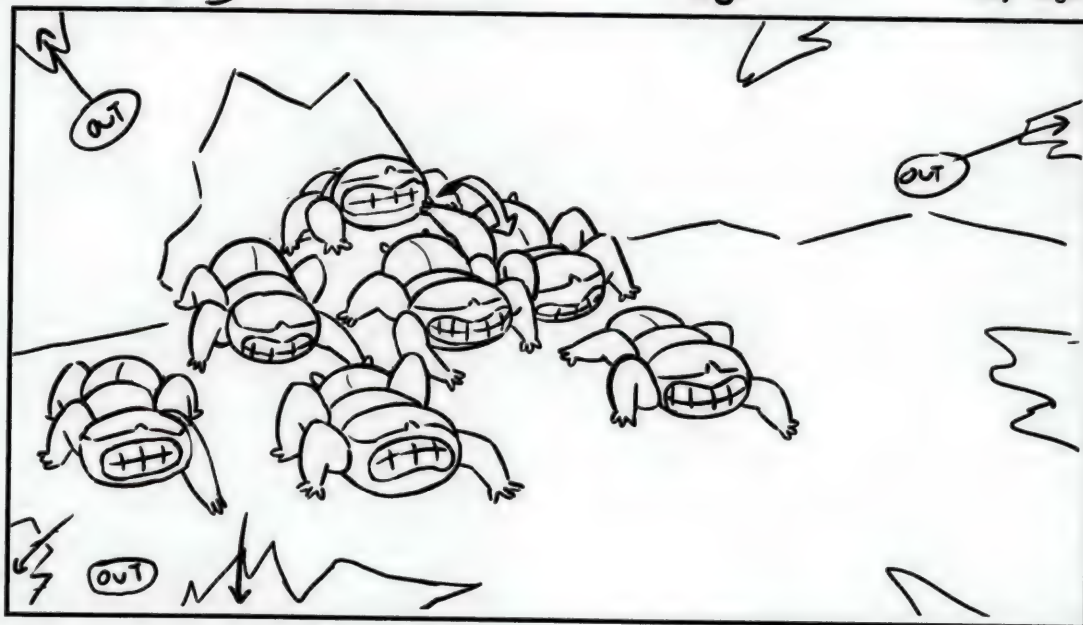
ADVENTURE TIME



Sc. 163 cont Pnl. C

Bg.

day night



Dialog:

VARMINTS : [CHARGING
HISS]

Action: -FORCEFIELD FLIES OFF/S
AND DISSIPATES.

Timing:



Sc. 164

Pnl. A

Bg.

day night



PB: VARMINTS! YOU ~~HUNGRY~~!?

-PB CLENCHES FISTS.

FEB 04 2015

Page 274

Handwritten red notes: 'Hu' and 'cut'.

EPISODE #

1034/208 1034-208

Production:

1034/208

ADVENTURE TIME



Page **275**

Sc. 165

Pnl. A

Bg.

day night



Sc. 165 *cont* Pnl. B

Bg.

day night



Dialog:

Hungry
PB C'MON! I'LL EAT YOU!

I'll eat your Mom!

PB

I'LL EAT YOUR EGGS-

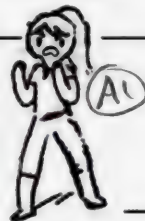
Action:

- M. FINISHES DIGGING.
- DUST & DIRT SHOOT OUT FROM HOLE.

- M. MORPHIS ARM BACK TO NORMAL.
- M. TURNS TOWARDS PB.

- DUST AND DIRT SETTLES FEB 0 4 2015

Timing:



EPISODE #

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1034/208

Production:

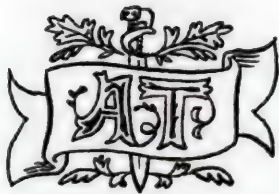
1034/208

1034/208

1034/208

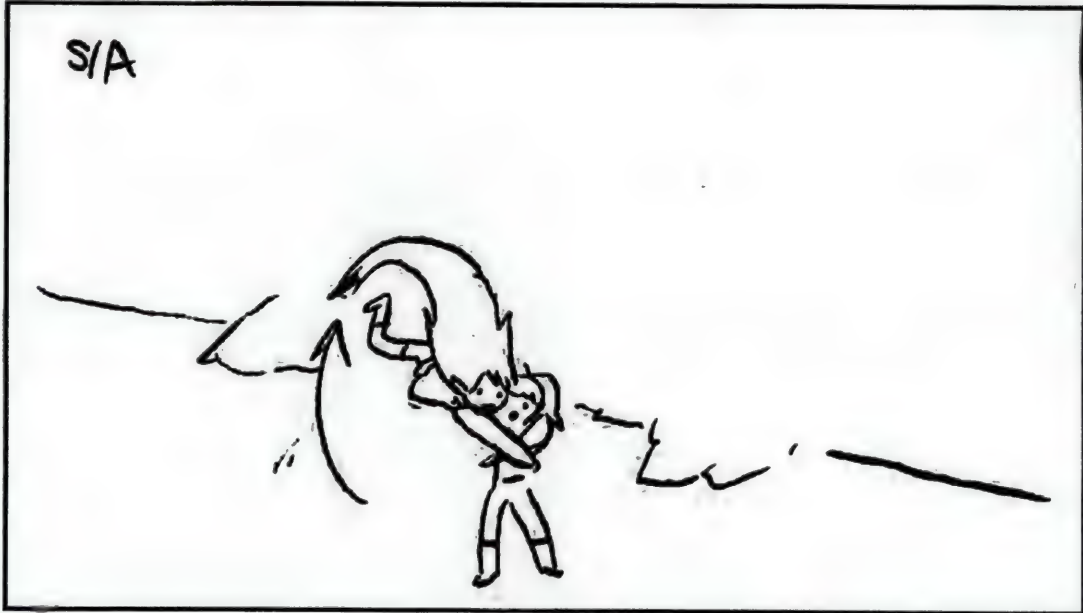
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ADVENTURE TIME



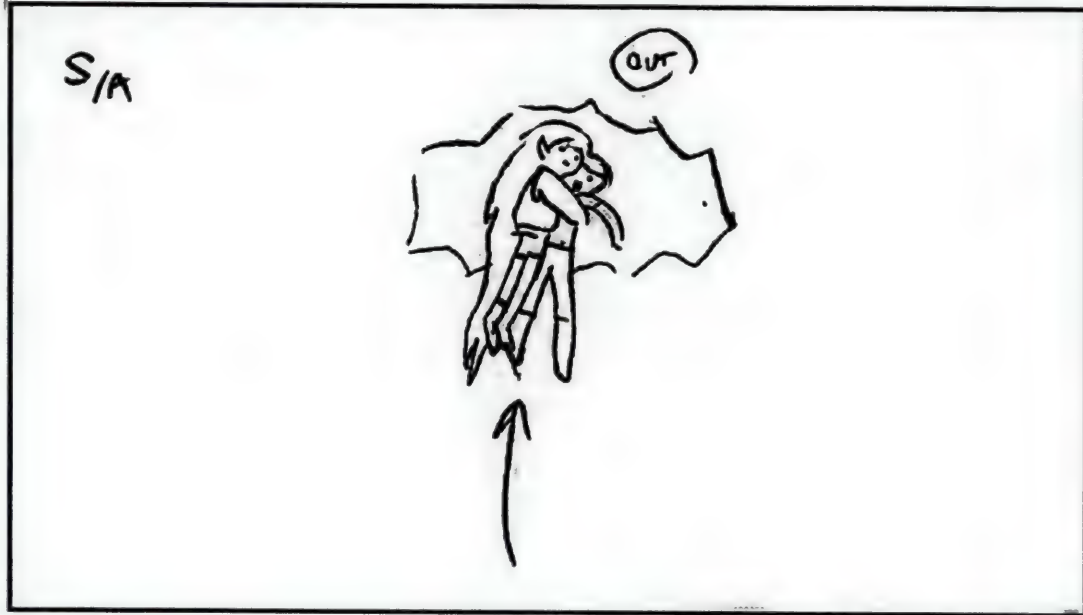
Sc. 165 cont Pnl. C Bg.

day night



Sc. 165 cont Pnl. D Rg.

day night



Dialog:
PB: I'LL --
M: WHOOP

Action:
- M GRABS PB
- M FLIES OUT HOLE AND OFF/S.

Timing:

FEB 04 2015

Production:

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1034/208

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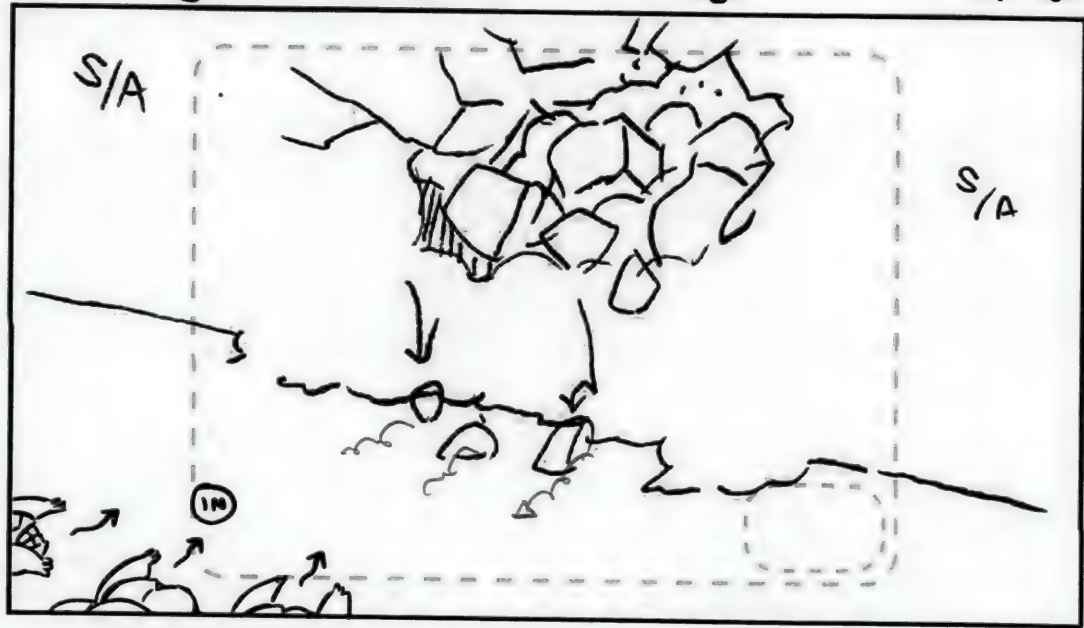
ADVENTURE TIME



Sc. 165 *CONT* Pnl. E Bg. day night



Sc. 165 *CONT* Pnl. F Bg. day night



Dialog:

SFX: * RUMBLING *

VARMINTS: HJSSSS!

Action:

- HOLE COLLAPSES, ENTRANCE BLOCKED.

- VARMINTS RUSH ON/S.

FEB 04 2015

Timing:

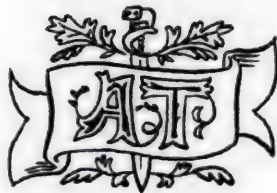
EPISODE # 1034-208

1034/208

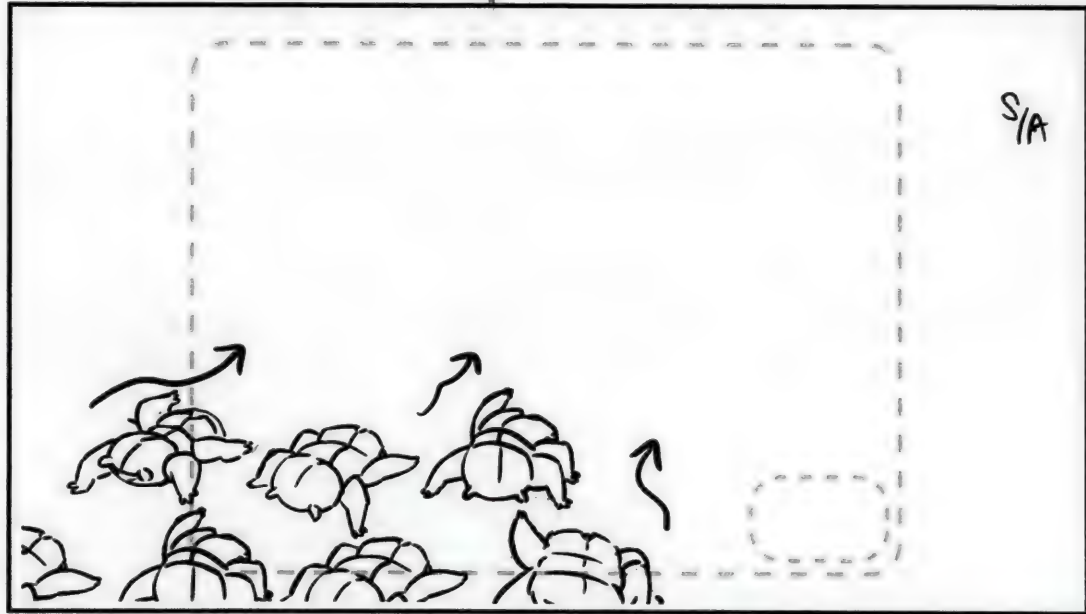
Production:

1034/208

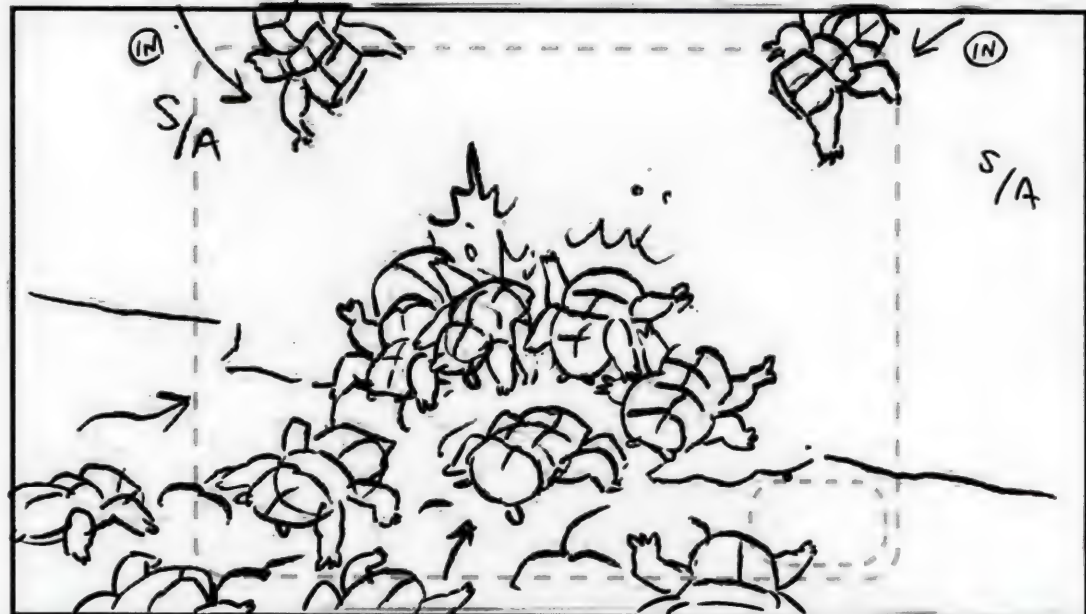
ADVENTURE TIME



Sc. 165 *cont* Pnl. 6 Bg. day night



Sc. 165 *cont* Pnl. H Bg. day night



Dialog:	<p><i>SFX: * SKITTER *</i></p> <p><i>SFX: * SKITTER SKITTER - THMP! THMP! *</i></p>
Action:	<p>- VARMINTS SWARM, RAM INTO WALL.</p> <p>- ADDITIONAL VARMINTS CRAWL DOWN WALLS.</p>
Timing:	<p>FEB 04 2015</p>

Cat

1034-208

EPISODE #

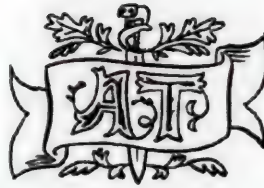
1034/208

Production:

Cut

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ADVENTURE TIME



Page **279**

Cut VOICE w/ 5 MFT

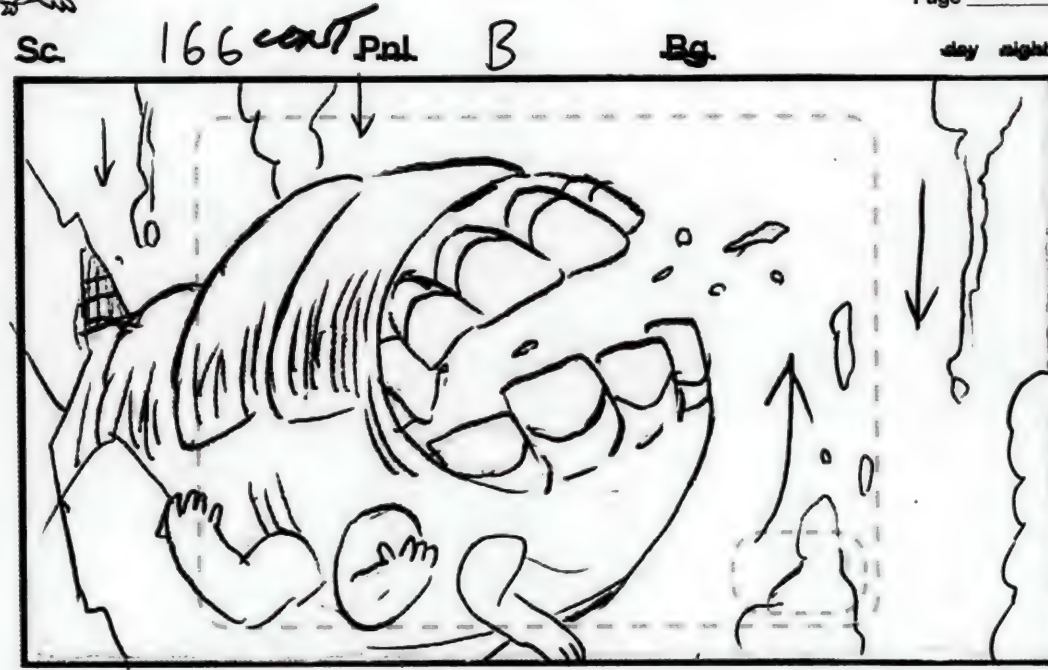
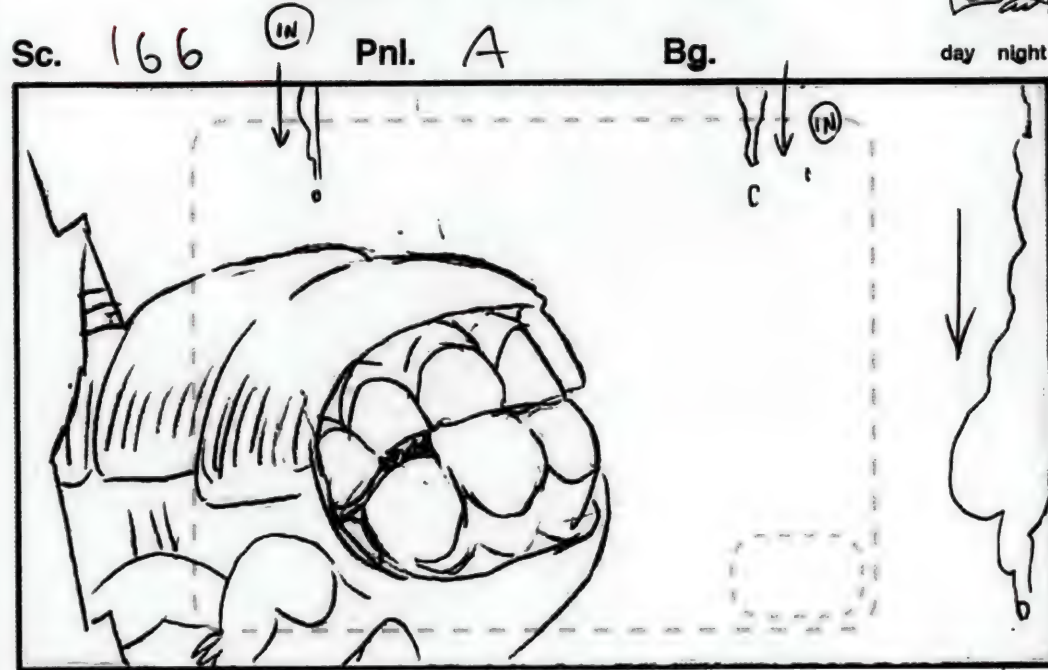
1034-208

EPISODE #

1034/208

Production:

1034/208



Dialog:

M. VARMINT
[ROAR]

X Diss

Action:

- M. VARMINT POKES INTO CREVICE.

- M. VARMINT ROARS AT SKY T-REX STYLE.
CAVERN SHAKES,

FEB 04 2015

Timing:

ADVENTURE TIME



*cut
w/ X DISS
to past*

Page **280**

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
167	A			

Dialog:

<p><i>XX X DISS</i></p>

Action:

<p style="text-align: right;">FEB 04 2015</p>

Timing:

--

EPISODE # 1034-208

Production:

1034/208

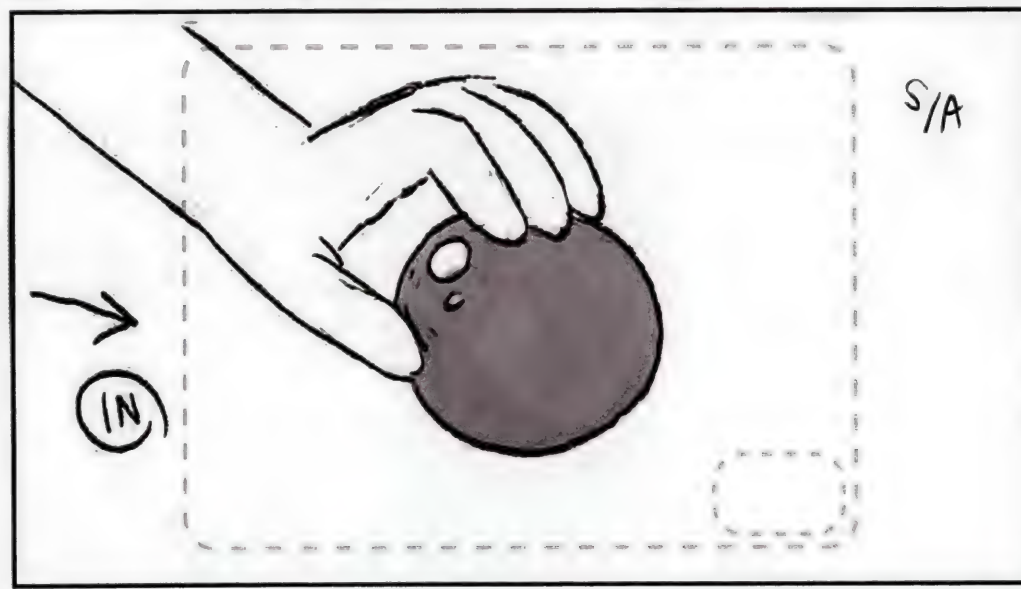
1034/208

1034/208

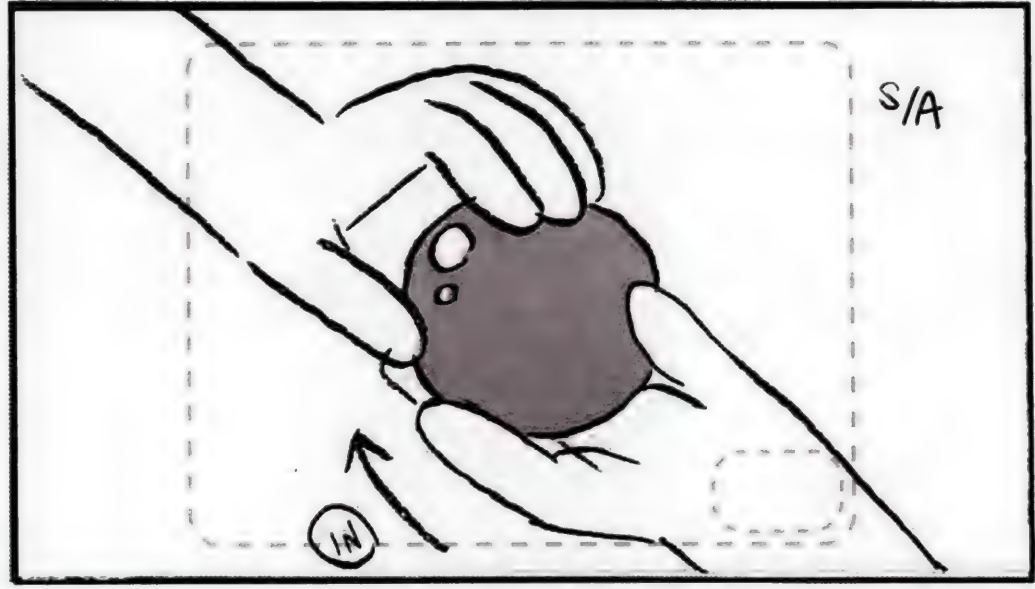
ADVENTURE TIME



Sc. 167 *cont* Pnl. B Bg. day night



Sc. 167 *cont* Pnl. C Bg. day night



Dialog:	
Action:	- PB'S HAND COMES ON/S. W/ RED RUBBER BALL
Timing:	- M. TAKES RED RUBBER BALL FROM PB. FEB 04 2015

HO CUT

EPISODE # 1034-208

Production:

1034/208

1034/208

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1034/208

HW
Cut

ADVENTURE TIME



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HW
Cut

Sc. 168

Pnl. A

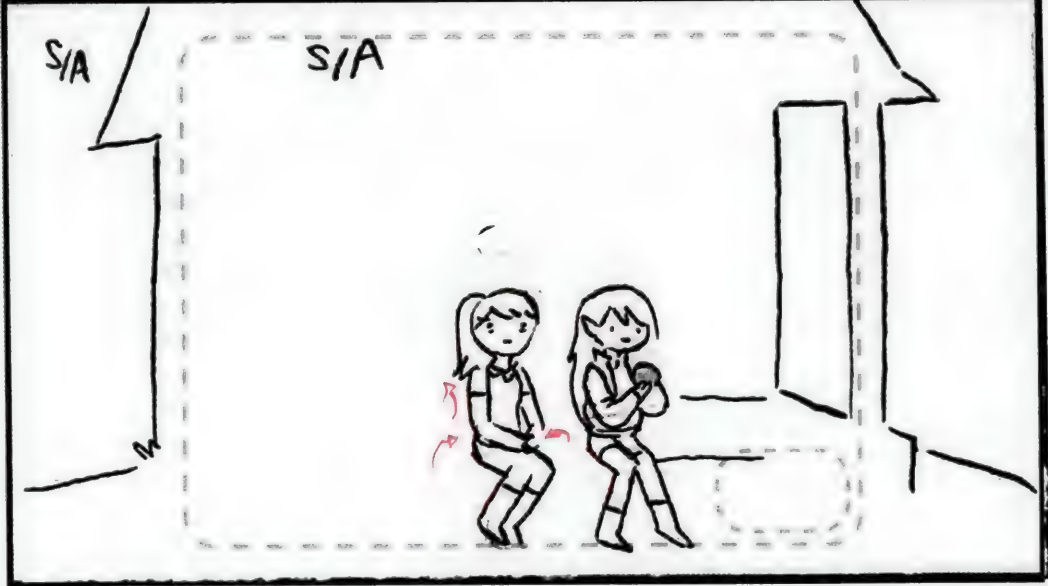
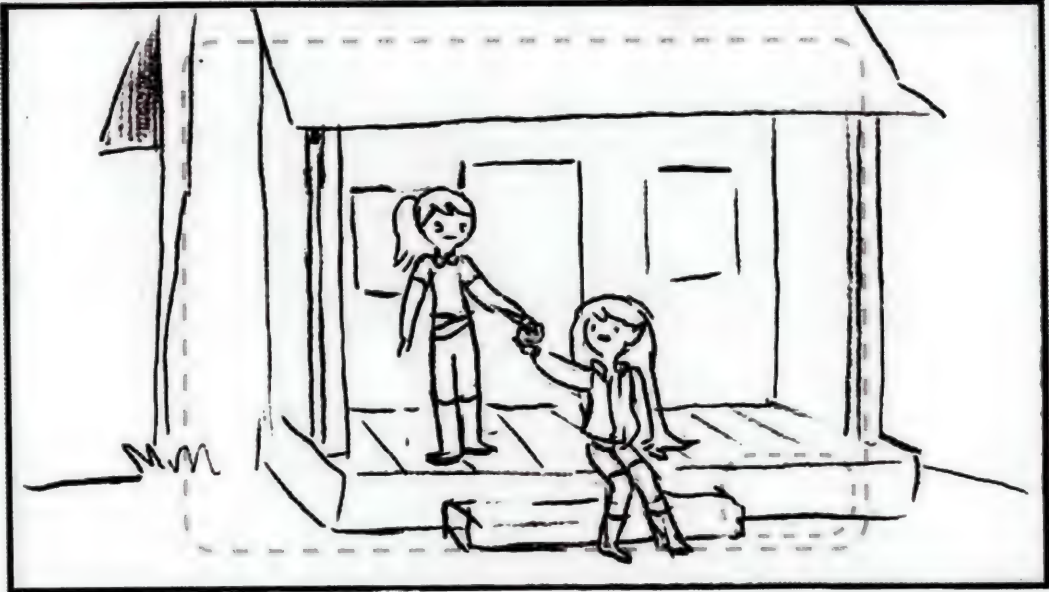
Bg.

day night

Sc. 168 CONT Pnl. B

Bg.

day night



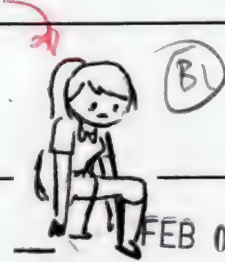
Dialog:

M: (CASUAL)
THANKS...

Action:

- PB SITS DOWN

Timing:



FEB 04 2015

1034-208

EPISODE #

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Production:

1034/208

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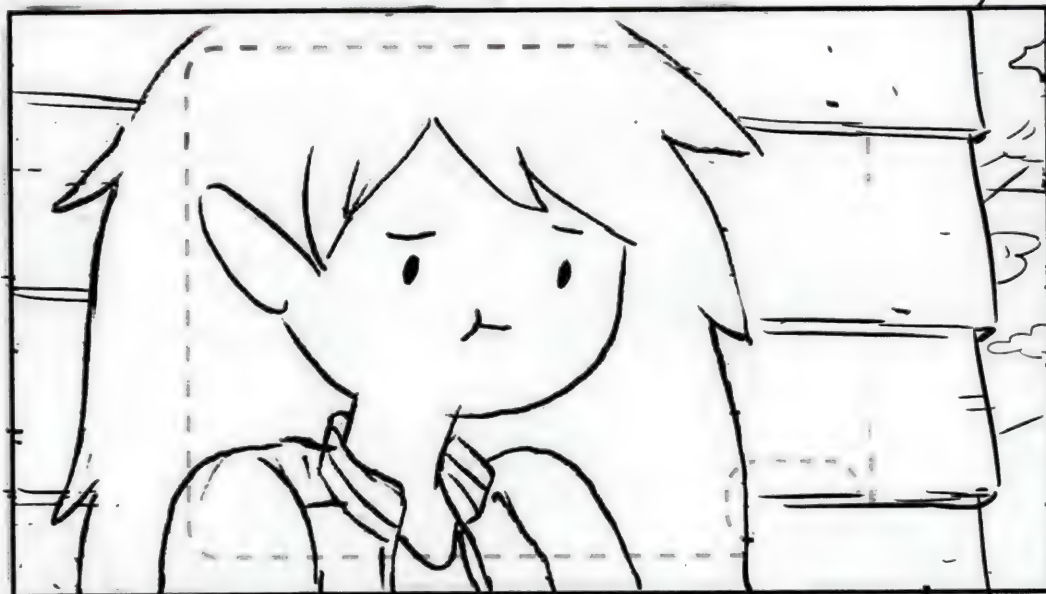
1034/208

ADVENTURE TIME

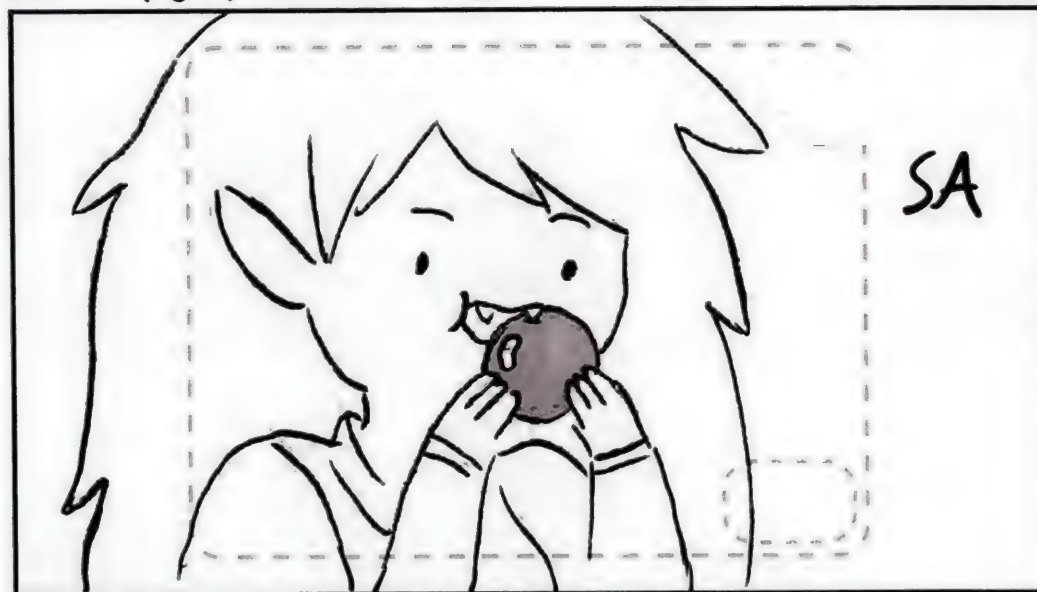


Page **283**

Sc. **169** Pnl. **A** Bg. day night



Sc. **169 cont** Pnl. **B** Bg. day night



Dialog:

Action: - M. HOLDS UP BALL.

Timing:



SFX: * THK *

M. SINKS FANG
INTO BALL.

FFR 0 4 2015

EPISODE # 1034-208

Production:

1034/208

1034/208

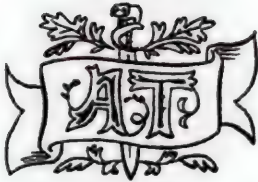
1034/208

HO
OUT

1034/208

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ADVENTURE TIME



Page 284

Sc. 169 cont Pnl. C

Bg.

day night



Sc. 169 cont Pnl. D

Bg.

day night



Dialog:

M: [SIP]

M: BOING!

Action:

- M. SUCKS OUT RED.

- M BOUNCES BALL
OFF/S

FEB 04 2015

Timing:

EPISODE #

1034-208

Production:

1034/208

1034/208

ADVENTURE TIME



NO CUT

Sc.

Pnl.

Bg.

day night

Sc.

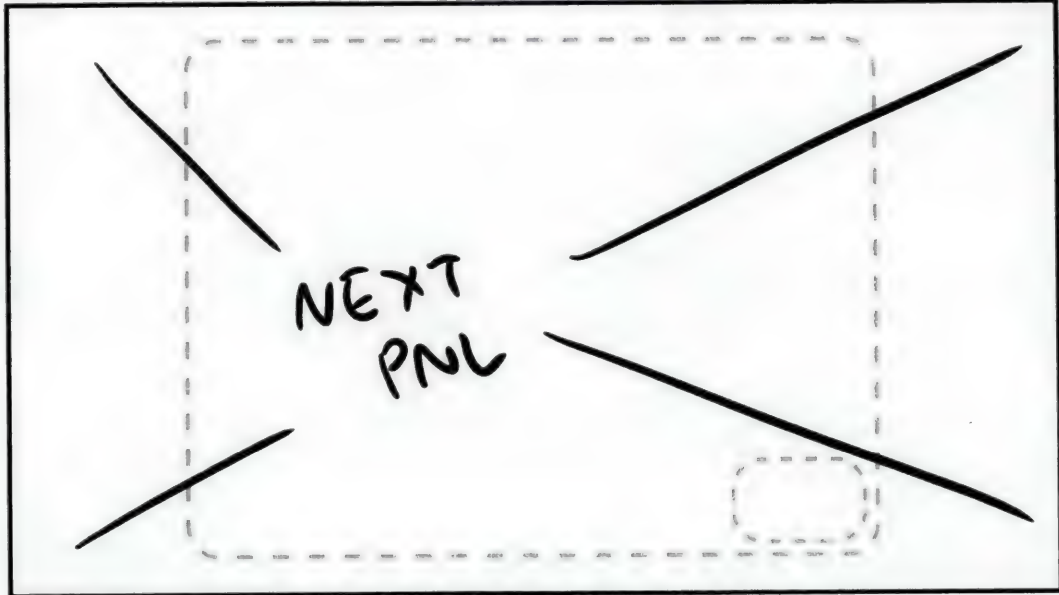
170

Pnl.

A

Bg.

day night



Dialog:
Action:
Timing:

FEB 04 2015

EPISODE # 1034-208

Production:

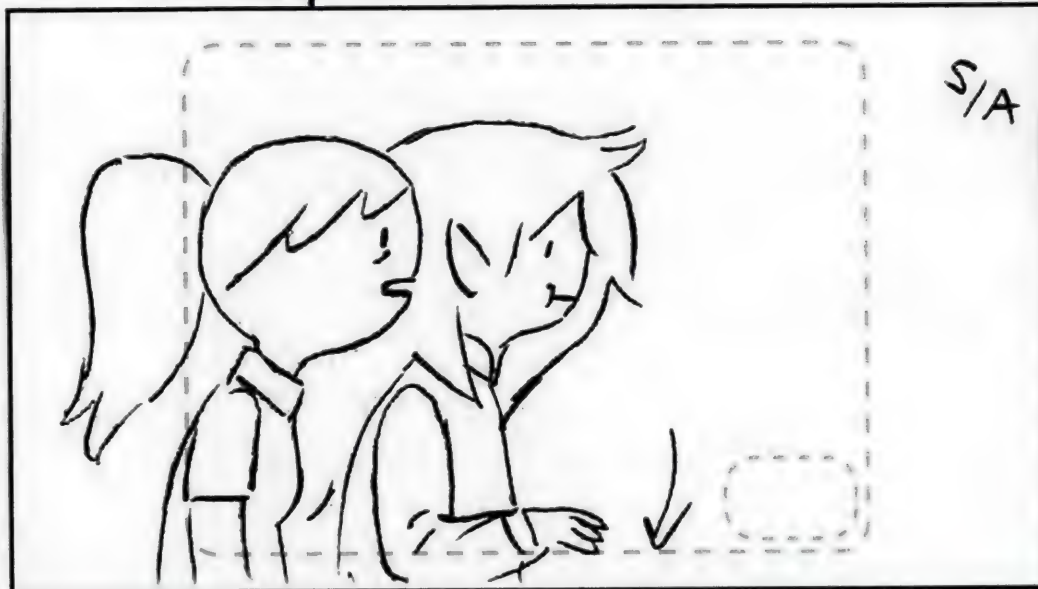
1034/208

ADVENTURE TIME

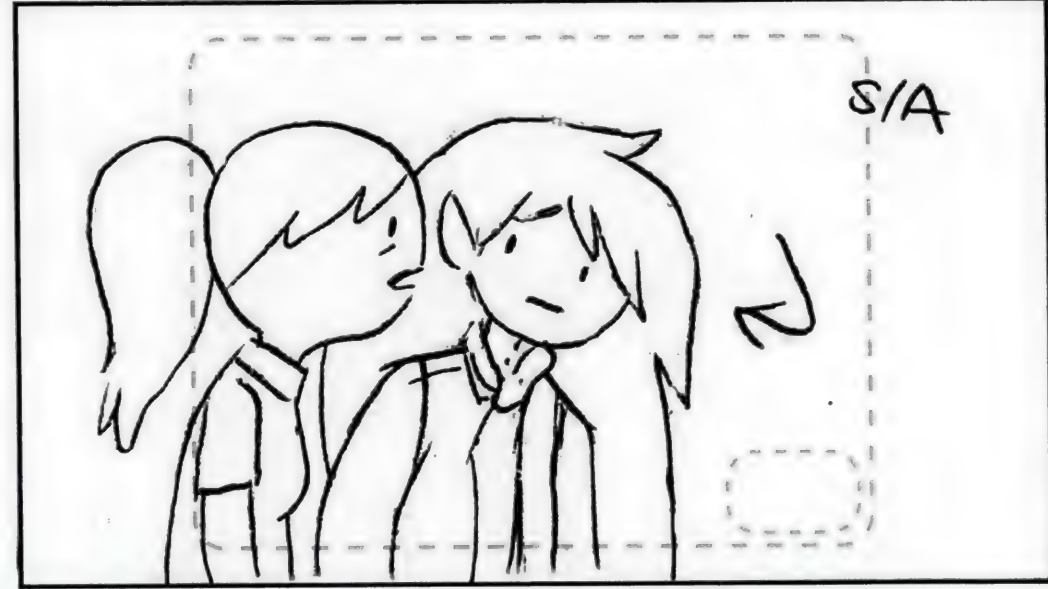


Page 286

Sc. 170 *cont* Pnl. B Bg. day night



Sc. 170 *cont* Pnl. C Bg. day night



Dialog:

PB: I'M CRAZY
TIRED, MARCELINE.

PB: I THINK I
HAYG BEEN FOR
A LONG TIME...

Action:

(OR)

FEB 04 2015

Timing:

LIKE DEEP
DOWN TIRED...

EPISODE #

1034-208

1034/208

Production:

1034/208

HO
CUT

ADVENTURE TIME



Page **287**

CUT

Sc. **171** Pnl. **A** Bg. day night



Sc. **171 cont** Pnl. **B** Bg. day night



1034-208

EPISODE #

1034/208

Production:

1034/208

Dialog:

PB: [SIGH]

Action:

Timing:



(A)

PB: BUT THOSE
VARMINTS ARE
STILL OUT THERE, WAITING ...

FEB 04 2015

1034/208

Cut

ADVENTURE TIME



Ho
Cut

Sc. 172 Pnl. A Bg. day night



Sc. 172 cont Pnl. B Bg. day night



Dialog:	<u>M:</u> EH, WORRY ABOUT IT TOMORROW. I'LL KEEP A LOOKOUT TONIGHT...	<u>M:</u> I'LL WATCH THE HECK OUT OF THIS PUMPKIN PATCH...
Action:		
Timing:		



FEB 04 2015

EPISODE #

1034-208

Production:

1034/208

1034/208

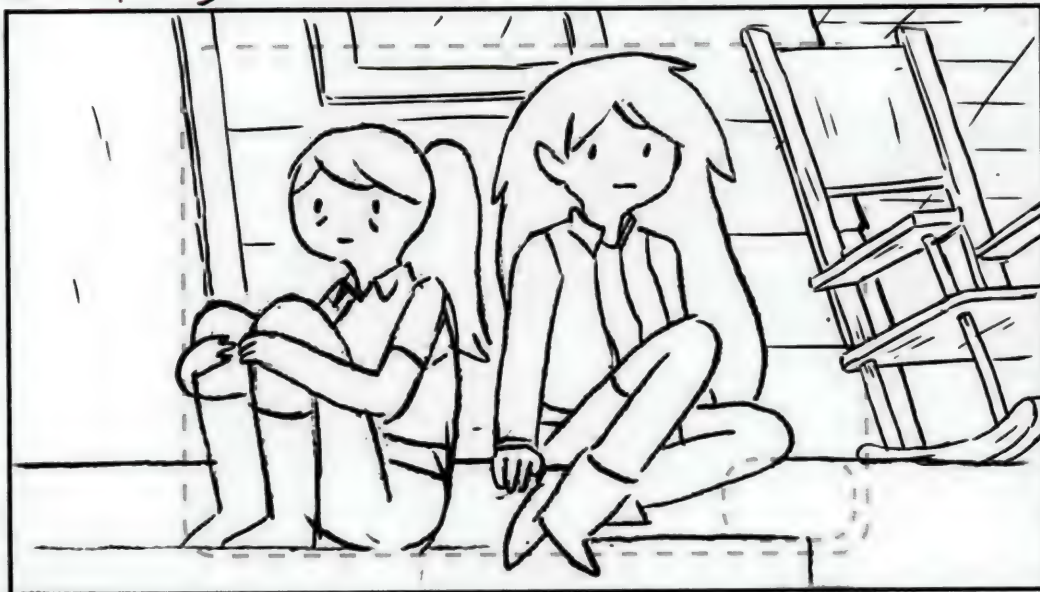
Ho
Cut

ADVENTURE TIME

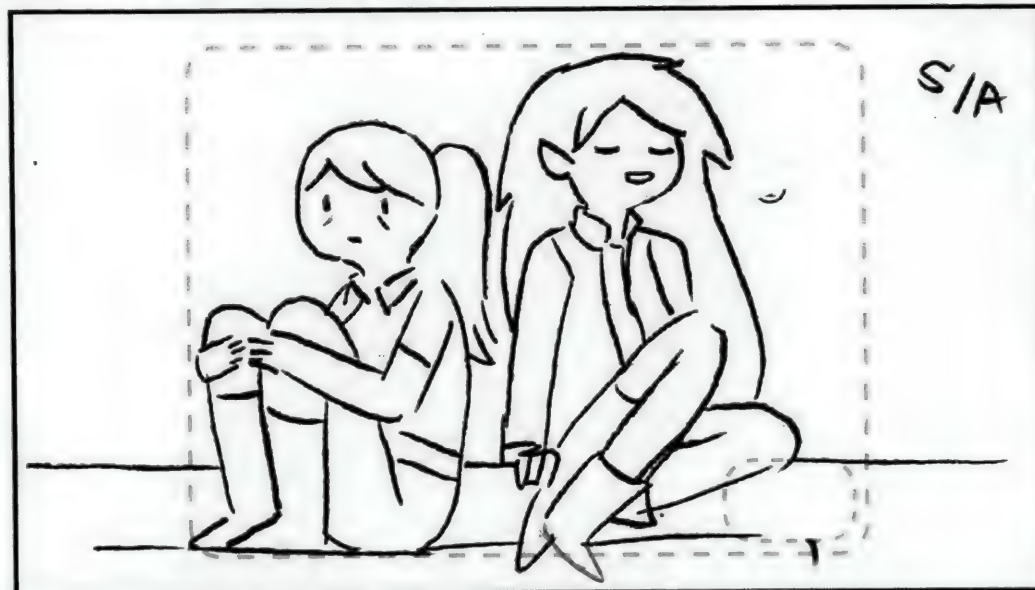


Page **289**

Sc. **173** Pnl. **A** Bg. day night



Sc. **173 cont** Pnl. **B** Bg. day night



Dialog:

M: C'MON

Action:

-PB CONSIDERS
FOR A SECOND.

Timing:



(B1) FEB 04 2015

EPISODE # 1034-208

Production:

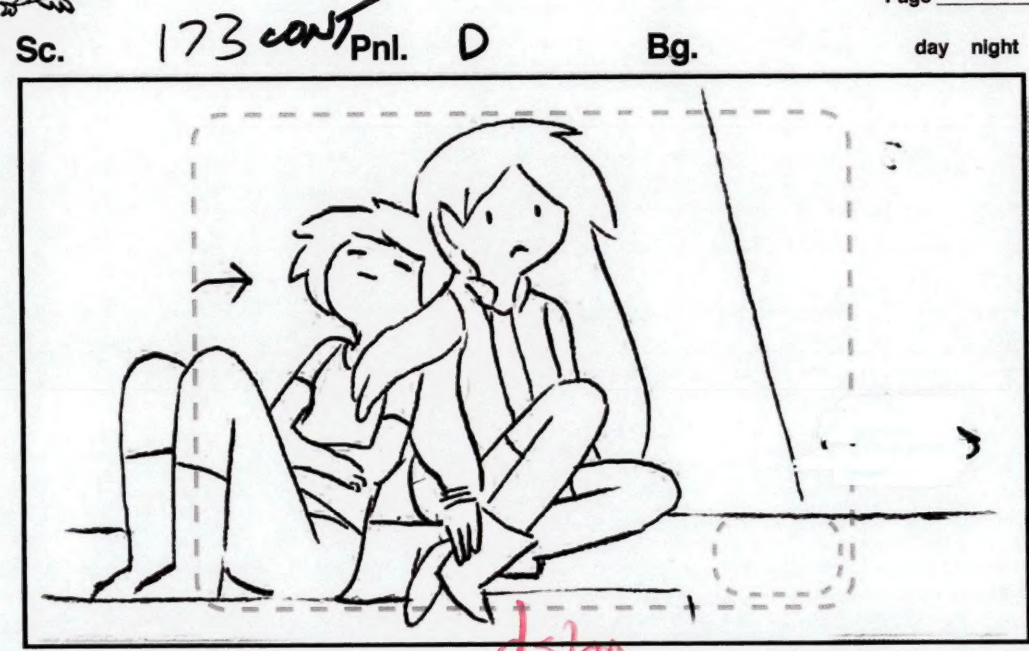
1034/208

1034/208

ADVENTURE TIME



Page **290**



Dialog:

PB (tired)/ [yawns] ok... maybe for a bit.

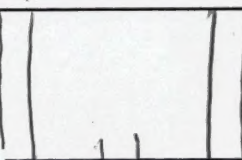
SFX! * THPP *

Action:

-PB LEANS FORWARD AND SQUINTS.

S/A
C →

ADJ PAN →



S/A
D

-PB RESTS ON M'S SHOULDER
-ADJ W/ ACTION

Timing:

start stop

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EPISODE # 1034-208

Production:

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ADVENTURE TIME



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Sc. **173 cont** Pnl. **E**

Bg.

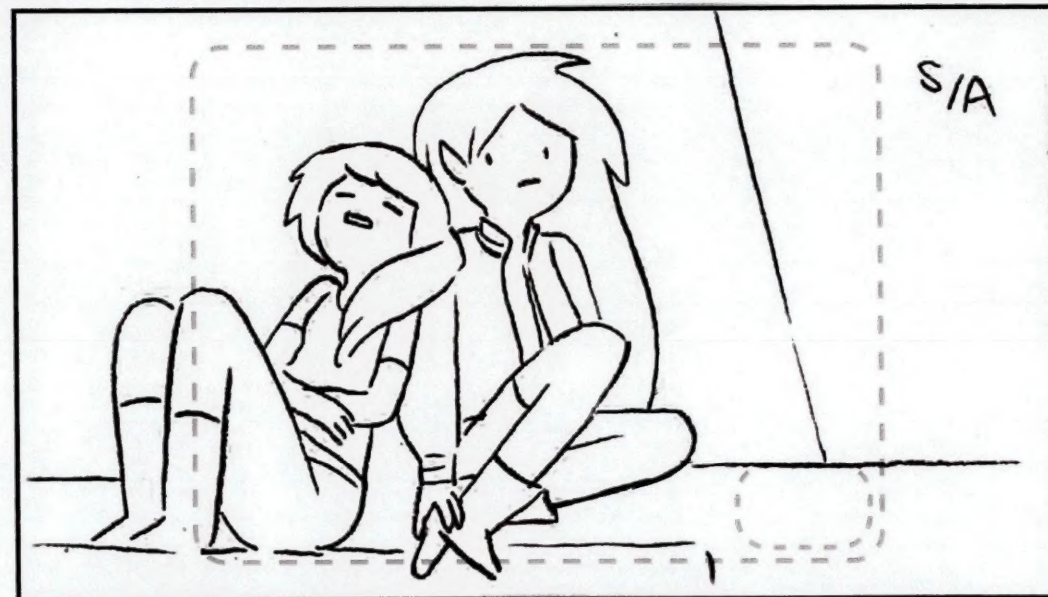
day night



Sc. **173 cont** Pnl. **F**

Bg.

day night



Dialog:

PB: DON'T LET ME
SLEEP TOO LONG.

PB: PROMISE TO WAKE ME UP
IN 15 MINUTES...

Action:

FEB 04 2015

Timing:

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1034/208

Production:

1034/208

ADVENTURE TIME



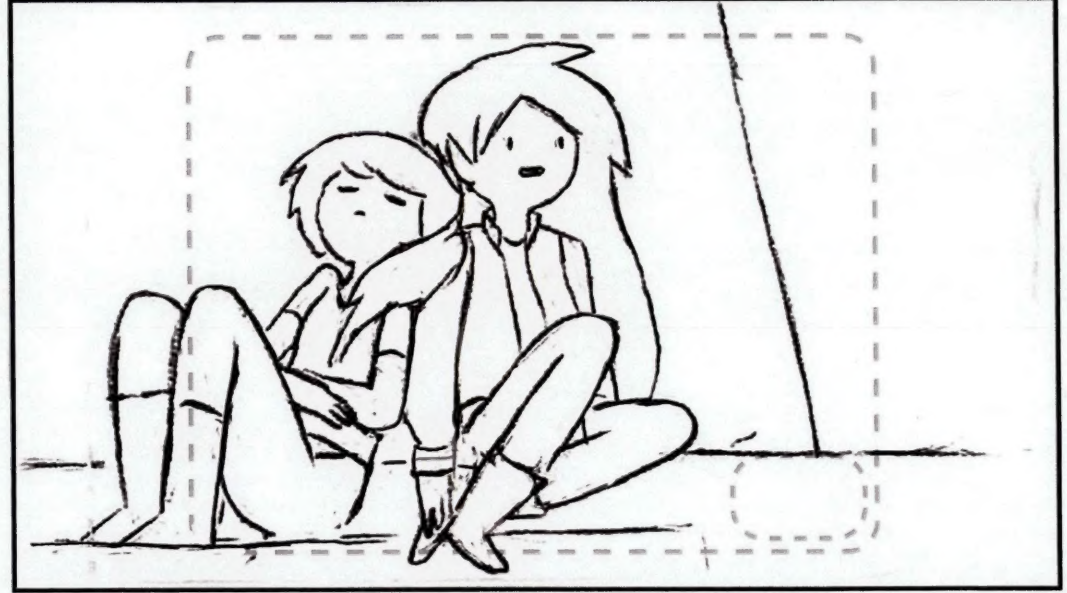
Page **292**

Handwritten: Hu Cut

Sc. **173** *cont* Pnl. **G** Bg. day night



Sc. **173** *cont* Pnl. **H** Bg. day night



1034-208

EPISODE #

1034/208

Production:

Dialog:

M: I PROMISE . .

Action:

FEB 04 2015

Timing:

1034/208

1034/208

Ho
Cut

ADVENTURE TIME



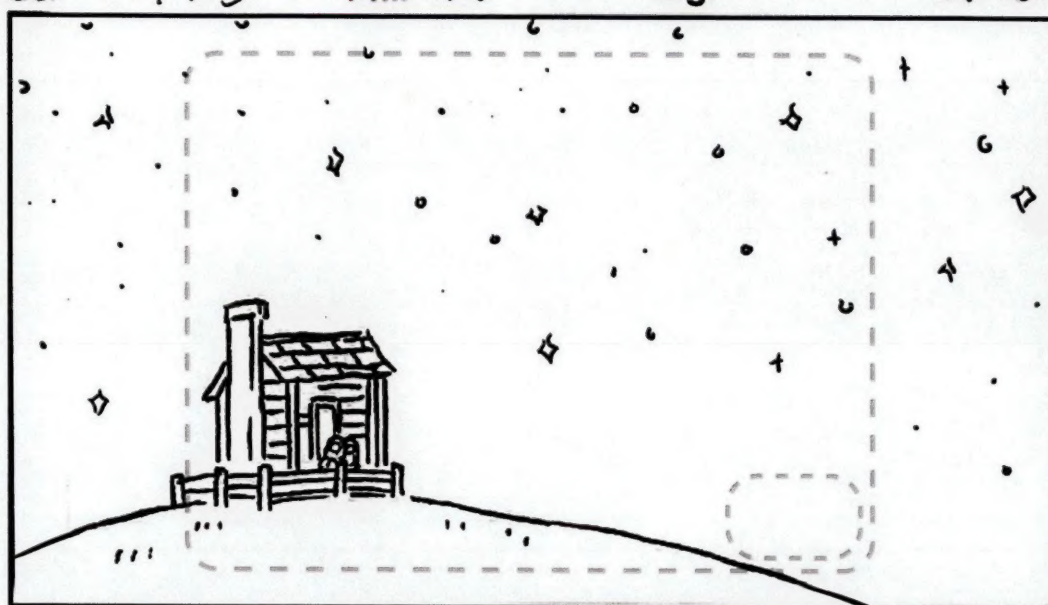
Ho
Cut

EP
293

Sc. **174** Pnl. **A** Bg. day night



Sc. **175** Pnl. **A** Bg. day night



Dialog:	<u>PB:</u> [SNORING] <u>SFX:</u> [NIGHT SOUNDS]	
Action:		
Timing:		

DETAIL:
Pos A



END

FEB 04 2015

EPISODE #

Production:

1034-208

1034/208